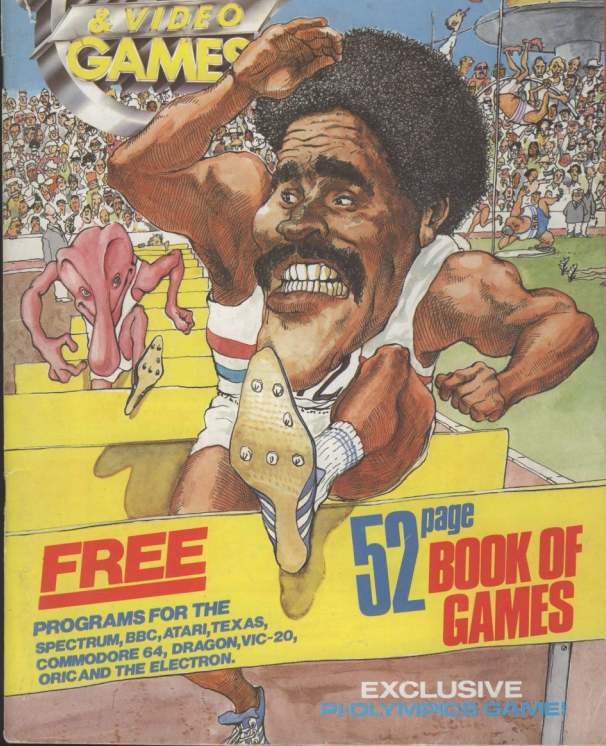


JULY 1984
85p
Dm 5-80

COMPUTER & VIDEO GAMES

ACTIVISION
OLYMPIC HOLIDAY
COMPETITION!



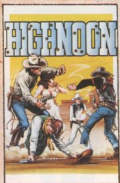
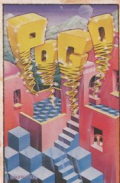
FREE

PROGRAMS FOR THE
SPECTRUM, BBC, ATARI, TEXAS,
COMMODORE 64, DRAGON, VIC-20,
ORIC AND THE ELECTRON.

52 ^{page} **BOOK OF
GAMES**

EXCLUSIVE
PI-OLYMPICS GAME!

*The sky's the limit!!!
for fun and excitement with these
cracking new stunners from
Ocean.*



Here's the latest top games from Ocean to test the best of you top games masters.
For the **Spectrum 48K**: Gilligan's Gold, Hunchback, Pogo, Chinese Juggler and Caveland.
For the **Commodore 64**: Gilligan's Gold, Hunchback, Android Two, High Noon, Chinese Juggler and Caveland.
For the **Dragon**: Hunchback. See our stunning games now at your local software shop.

Games prices:
SPECTRUM 48K

5.90

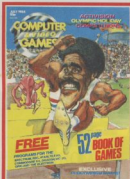
**COMMODORE 64
ORIC, DRAGON**

6.90

Ocean Software Ltd.
6 Central Street
Manchester M2 5NS
Telephone: 061 832 6633



Ocean Software is available from selected branches of: **WOOLWORTH, W H SMITH, John Menzies, LASKYS, Rumbelows,**
Spectrum Shops and all good software dealers. Trade enquiries welcome.



The cover illustration: Can Dalley make it or will the PimMan pip him at the post?

Illustrated by Charles Griffin

**NEXT
ISSUE
ON SALE
16th JULY**

CREDITS

Editor Tim Metcalfe
 Deputy Editor Eugene Lacey
 Editorial Assistant Clare Edeley
 Staff Writers/Reader Services
 Robert Schifreen
 Seamus St. John
 Art Editor
 Linda Freeman
 Designer Lynda Skerry
 Production Editor Mary Morton
 Advertisement Manager
 Rob Cameron
 Assistant Advertisement
 Manager Louise Matthews
 Advertising Executives
 Bernard Dugdale, Sean Brennan
 Phil Godsell
 Advertisement Assistant
 Melanie Paulo
 Production Assistant
 Roy Stephens
 Publisher Rita Lewis
 Editorial and Advertisement
 Offices
 Durrant House, 8 Herbal Hill
 London EC1R 5EJ
 Telephone Editorial 01-278 6556
 Advertising 01-278 6552

COMPUTER AND VIDEO GAMES POSTAL SUBSCRIPTION SERVICE. By using the special Postal Subscription Service, copies of **COMPUTER AND VIDEO GAMES** can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to **COMPUTER AND VIDEO GAMES** (Subscription Department), Competition House, Frampton Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance, made payable to **COMPUTER AND VIDEO GAMES**. Annual subscription rates (12 issues): UK and Eire £14. Additional service information, including individual overseas annual rates, available upon request. Circulation Department: EMAP National Publications. Published and distributed by EMAP National Publications Ltd. Printed by Eden Fisher (Southend) Limited. Typeset by Camden Typesetters Ltd.

FEATURES

- MAILBAG** 5
 Our crossword confessions plus the Star Wars superstar.
- COMPETITIONS** 13
 The results of our great cartoon contest plus a new Name Game!
- WIN AN OLYMPIC HOLIDAY!** 14
 A holiday for two in the USA is waiting for YOU!
- TOP 30** 22
 The latest C&VG/Daily Mirror/NOP software chart.
- PROFESSOR VIDEO** 61
 Our games wizard looks at *Sheep in Space*, the new game from the equally weird Jeff Minter.
- QUO VADIS?** 68
 The final part of our quest. Can you solve the riddle and win a Coleco Adam?



- BUG HUNTER** 132
 Fresh from his success(?) with the Bugs, he brings you an alternative top of the pops!
- ADVENTURE** 137
 Keith Campbell helps poor Adventurers escape from tight corners with his exclusive Helpline.
- HALL OF FAME** 140
 So you think you're a real hotshot, eh? Find out the truth on this page.
- BUGS** 146
 The Bug Hunter invades the microl!

- MUD** 144
 Nothing to do with that sticky stuff you find in fields—it's a role playing game of cosmic proportions. Yes, really!
- PUZZLING** 154
 Trevor Truran brings you some mind twisting brain teasers. Come along and join the Teddy Boys' picnic!

LISTINGS

- PI-OLYMPICS/SPECTRUM** 74
 The PimMan journeys to Los Angeles to take part in the Olympics in our exclusive game from those Pimanians at Automata. We have a free screen shot of him in action!
- FROGGER/ORIC** 92
 Well, bless my webbed toes, it's time to cross the road again! A fab version of the arcade classic, featuring the bravest frog this side of the Channel.
- SLAKER/CBM64** 98
 Stand by for action Commodore 64's everywhere. This one will leave you gasping for breath! Can you steer your snake to victory over the animated monsters?
- GRAND PRIZ/BBC** 104
 Vroom! Will you qualify for the championship team in your turbo-powered Beeb-mobile? Test your driving skill at the wheel of a Formula One racing car.



- EN AVANT/ATARI** 112
 The world is at war and you are in charge. Will you win the final conflict? Get a taste of a new category of software—the tactical war game—of which we will be featuring more examples in future issues. For strategically minded Atari generals.
- CHESSEX/TEXAS** 122
 Especially for all you Grand Masters, a graphically excellent version of this famous board game. No more frantic searches for missing pieces!

NEWS AND REVIEWS

- GAMES NEWS** 32
 Discover the secrets of Ultimate's long awaited newie, *Sabre Wulf*, and you'll get a kick out of Bruce Lee!
- REVIEWS** 40
 There's a sporting feel to our comprehensive reviews section this issue. We take a look at a great new basketball simulation for the 64 called *One on One*.
- JOYSTICK JURY** 64
 That popular arcade game *Crystal Castles* has made the switch to the Atari. We check it out. Plus *Pitfall* for the ColecoVision and a super-centipede clone called *Milipede* for the VCS.
- ADVENTURE EXTRA** 126
 All the latest Adventures reviewed by our team of warriors and wizards.
- NEXT MONTH** 152
 Just four short weeks away. Can you really wait that long?



SHOCK! HORROR! SCANDAL!

SHOCK! CITYATTAK. The seven screen, all action, machine code game. Superb graphics, smooth game play, a tough challenge for even the hardened arcade action addict.
Now available on disk.

HORROR! The journey of your life... or death! ODYSSEY. Described by Popular Computing Weekly as: 'Addictive with superb sound effects. An arcade game worthy of Jeff Minter for its pure speed of action!' Pick of the week (12th - 18th April 1984).
Now available on disk.

SCANDAL! IT'S ONLY ROCK'N'ROLL. Your chance to succeed where millions of hopefuls fade. To make the big time in 'Showbiz' and show the world that you're a superstar, not just another dreamer.
Now available on disk.



Software is available at:

Larger branches of John Menzies, Boots, and Computer Dealers nationwide.

K-tel Software can also be obtained by sending a cheque or postal order made payable to:- K-tel International (UK) Ltd. At 620 Western Avenue, London, W3 0TU. Allow 28 days for delivery.



**TAPE £6.95
DISK £9.95**
inc. VAT



PLEA FROM A TEXAN

Dear Sir,

Let's take a look at a situation where there are lots of Texas computer owners, where only decent cheap games work with Extended Basic but where no Extended Basic cartridges are available.

Surely in Ireland and England, where computers are the fastest growing industry, some bright spark of a software company would see this opening for a successful business venture?

Selling the cartridges would pose no trouble, for there is such a demand that one leading software outlet for Texas is prepared to travel to America to bring a certain number of Extended Basic cartridges back. However, this would at least double the price, bringing it out of most people's price bracket.

This is a solemn request, on behalf of all Texas owners who are being starved of software etc. now that the company has ceased its computer production, to any software company, to at least take a look at this situation and come up with the sensible solution.

Thomas Mulhena,
Ballymena,
Co. Antrim.

BLEEPS FOR THE 64?

Dear Sir,

I own a Commodore 64 and noticed in the last issue of *Computer & Video Games* a listing from Anwar Ali and Gary Woolridge showing how to program the BBC to respond with a bleep when a key is pressed. Please could anyone tell me if it is possible to do this on a CBM64 and if so how?

Still on the subject of listings, under the features

part of the contents I noticed the heading *Sound and Vision*. Eagerly I turned to page 56 but was disappointed to find no listing for the CBM64. If there is a way to do this please, please could you print it. Keep up the good work.

Steven Fenoceti,
Sheffield,
South Yorkshire.

Editor's reply: We'll try to persuade our resident graphics expert to write a sound and vision program for the 64. Steven, In the meantime, can anyone help out with that 64 bleep?

PRICE WAR RAGES ON

Dear Sir,

I agree most strongly with Alan Pashby's letter (*C&VG, May*) about the high cost of American software for the Atari. Not only do English-produced games equal them in terms of quality, but they also cater for the difference in TV standards, ie 60 Hz mains and NISC colour.

Not only do the games run at the wrong speed (possibly not a real problem) but the colours aren't always what they should be.

The Americans use a technique called artefacting in order to increase the range of ten colours available on a high-res screen, by exploiting a peculiarity of the pixel layout. The result for us poor users is sometimes disappointing!

Stuart Simpson's letter about the 600XL strikes me as rather sour grapes. He is perfectly correct in saying that some software won't run, but note the "some". This is really down to the programmer's use of illegal calls to the OS when warned not to. These are likely to be changed — as indeed has happened.

If he obtains a copy of the Silica Shop catalogue, all the

"non-runners" are listed. The catalogue is also very comprehensive and, in the final analysis, the bad 'uns are few — a worthwhile swap for a good keyboard and easier access to the extra graphics modes, I feel.

I also understand that Atari will sell you a copy of the 400/800 Basic to boot in if you have programs written in Basic which won't run on the new models.

Deryck Croker,
Wembley,
Middlesex.

PROBLEM SOLVED!

Dear Sir,

I am writing in reply to S. Simpson's letter, in May's edition of *C&VG*, about not being able to load some of the Atari distributors' software. It is quite easy to solve.

When loading a boot tape, you usually switch off but keep start pressed down and switch on. This is all right for the 400/800 but for the XL models you do as follows: Switch OFF, keep OPTION & START pressed down and switch ON. This is not very clear in the new manual that you get with an XL model.

After doing all that, you can still play all of your favourite games without any fear of them not loading.

J. Askew,
Kingshorpe,
Northampton.

CROSSWORD ANTICS!

Dear Sir,

The idea for a crossword competition was a good one, but surely the answers didn't need to be printed on the following page.

Also, has any Spectrum owner noticed that if you press CAPS SHIFT, V and B all at the same time, this gives L BREAK into program, as if

the break key had been pressed.

Has anyone managed to struggle through *Ant Attack*? After rescuing 10 boys/girls, you are declared a hero — never a heroine — and presented with a solid gold medal.

A tip for budding explorers! There is a second exit near the top end of the west wall, useful for quick escapes and more points. Can anyone beat 42,000?

Keep up the good work. Any chance of one of the crossword tee-shirts?

Duncan Campbell,
Morpeth,
Northumberland.

Editor's reply: OK! You spotted our deliberate April mistake. Sorry, you don't qualify for a tee-shirt. Only the first half-million people who spotted the crossword answers qualified!

MEMO ON MEMOTECH

Dear Sir,

Having started computing on a ZX81, I upgraded to a Spectrum and then had the intention of further upgrading to the QL.

However, not wanting to be at the back of a four-month queue, I decided to change to another manufacturer (whom I had had some experience with due to the high quality add-ons for the ZX81). I therefore purchased the MTX 512.

I would certainly recommend the Memotech series, with built in assembler/disassembler, four channel sound, 16 video RAM, 31 sprites and NODDY (after using BASIC's simple but relatively ineffective "Print at" statements) to name but a few of its good points. What could be better?

S. Drakeford,
Rubery,
Birmingham.



NO MORE PEEKING!

Dear Sir

Here are a few useful pokes for budding Oric 1 owners.

Program Protection:
Poke 555,64 disables the reset key.

Poke # 1 B, Peek (#FFFC) at the start of a program is rather more effective.

When a program is RUN, any attempt to RESET, CTRL-C or DELETE a line will result in a complete loss of program.

No more PEEKING!
David Curtis,
Leigh-on-Sea,
Southend.

PLAYING OUR TUNE!

Dear Mr Editing-type person, hello there! The idea of having music while you play is good, despite comments from P. Knee suggesting otherwise. The PiMan's Greatest Hits, available from Automata—wow! a saxophone, is this a clue?—for the price of £3, really helps me on Pengo from Walford. Please can you put Pengo in the Hall of Fame, because it is really good.

The Arcade Action pages have been missing their tips for quite a while now. Please start printing tips again. Also, why not have a similar thing in the Games News pages?

Bug Hunter and Program Extra are all very well for short tips, but tips on the whole thing need to have their space as well.

Activision's Decathlon—a certain arcade game may start throwing fireballs and such-like around, because Decathlon is very close to the arcade Track and Field, and it's got more events!!!

The Slik Stik could be good

for Decathlon as the longer the stick is, the further you have to move it, thus slowing you down. It'll never work on the Intellivision, though.

One final challenge. Do well at Decathlon on a Suncom Joy-sensor!!!

J. Yeates,
St Clement,
Jersey.

Editor's reply: Arcade tips will appear from time to time on the Arcade Action pages and we reckon Professor Video will keep games players supplied with useful tips on computer games.

DOWN ON THE UPSTART

Dear Sir,

With regard to A. Myers' letter in the May issue of Computer & Video Games, I would like to stick up for Keith Campbell's views on Richard Shepherd's Urban Upstart.

I have played this game longer than Keith Campbell has—but I still agree with most of the things he said. OK it's an original adventure and not your typical dragons and wizards cliché.

However, the graphics and descriptions hardly stimulate the imagination. In fact, the graphics could and should have been dispensed with to leave room for more rooms or better vocabulary.

Pull Stollard,
Bury St Edmunds,
Suffolk.

FLIGHTS OF FANTASY

Dear Sir,

I read with interest the article concerning fantasy role playing games in your Book of Adventure supplement, as I have been playing such games now for a few years.

I would like to comment on a couple of points. Dungeons and Dragons is no longer the most successful game, having been outvoted by Runequest, which in my mind is far more logical and realistic.

Secondly, it is mentioned in the article that the Dungeon Master creates a multi-level dungeon, featuring monsters, etc. What this description details is a form of play that has not been played on a wide scale for many years.

I would like to follow up by mentioning that a number of postal games are run on an amateur basis which, unlike games such as Starlord, etc, don't cost £2 per turn but just the return postage and a moderate initial fee to cover any photo-copying needed. Most such games are run in non-profit making magazines, produced by one or two guys as a hobby.

Such games include Diplomacy, Snits Revenge and En Gardel—there is even a game called Finchley Station which uses a London Underground map as a board!

This leads me to say that if anyone is interested in postal or role-playing games, my own magazine Vacuous Grimoire sells for a mere 50p including p&p and contains a number of openings for postal games. If people include a SAE, I'll also give them a rundown on role-playing games, including what they need to get started in this great hobby.

Richard Roberts,
Eastleigh,
Hants.

MAKING GOOD CONNECTIONS

Dear Sir

In reply to Stuart Simpson's letter in the May 1984 issue, may I say that the old 410 recorder is quite easy to connect to the 600 XL as I

have one also. It is possible he has damaged the lead.

As for the software, shop assistants should tell you that about 10 per cent of 3rd party Atari software won't work, not as you say, most. All Atari software will work on the XL.

As he has a 400, I am sure he must have heard of PAGE 6 (the magazine). Even if not, in there is a special XL column which informs interested parties that a translator is available for the XL that boots the 4/800 operating system which will allow virtually any program to run on the new range (with the exception of Soccer, Bandits and AE).

I would also like to mention that in your review column you do not say whether the games have a version for other micros. For example, O'Reilly's Savage Pond and Forbidden Forest are all available on other micros. It would also be useful if you would state which games run on the 600XL.
M. Dawson,
Corby,
Northants.

TIPS FOR THE ATARI

Dear Sir,

I have a tip for Atari owners. The POKE 54018,52 routine allows the user to listen to pre-recorded music cassettes or to access tape heads for cleaning.

This can be taken one step further. If the routine is typed in and the PLAY and RECORD buttons are held down, this will clear old programs to make room for new recordings.

This will give us more money to save up for our expensive software rather than having to fork out on new cassettes!!!!

Richard Cottle,
Bristol,
Avon.

Blood, sweat and tears!!

The three ingredients we're putting into our next three **COMMODORE 64** games – Coincidentally the same ones you can expect to get out once you've played them.

We can't reveal all yet, suffice to say that these three titles will be our best yet using the best techniques to produce winners. Bubbling away in the depths of our Granary in darkest Kent our programmers are nearing completion of their games. The ultimate in 3D war games, the first adventure from Bubble Bus, and a superb arcade action game.

That's what's coming – So don't miss them!

**STRIKE
FORCE**

'A SURPRISE ADVENTURE'

bubble bus software



**CAVE
FIGHTER**

**Coming
soon to a shop
near you . . .**

Bubble Bus Software
87 High Street
Tonbridge
Kent TN9 1RX
Tel: 0732 355962

Did you know Bubble Bus
Software produces a full
range of games, utility and
educational programs for the
Commodore 64 and VIC 20?
Send s.a.e. for details
to Dept CVG 7/84.



UNFAIR PLAY

Dear Sir
I am writing to say that I totally agree with the comment by Alan Pashby in your May issue.

What sickens me about Atari games is that they produce a range of their most popular games for the CBM 64, Spectrum, BBC, Electron, etc, and sell them for a cheaper price than Atari owners have to pay for the original Atari games.

Are the Atari users not good enough, I ask myself? Fraser Morrison, Canterbury, Kent.

C&VG IS NUMBER ONE!

Dear Sir,
I'm sure that you'll be interested to learn that the *Computer & Video Games/Daily Mirror* Top 30 chart has gone straight to number one in the chart's chart!

The full rundown is:

- (1) *Computer & Video Games/Daily Mirror*
 - (2) *Personal Computer Games*
 - (3) *Your Computer*
 - (4) *Personal Computer News*
 - (5) *Micro Dealer Top 50*
- Mat Newman,
Amersham,
Buckinghamshire.

COMMODORE QUERIES

Dear Sir
Later this year I am thinking of purchasing a Commodore 64. I have a few questions to pose about this computer which I have not been able to gain answers for. I was wondering if C&VG would be able to help.

First, can an acoustic

coupler (ie a peripheral that will allow me access to other computer data bases, etc) be bought for the 64? Second, do you know if Currah or any other company for that matter are thinking of producing a speech unit for the 64? Third, can a video of any description be connected up to the computer in any way? Finally, is it possible to connect a robot arm to the computer so that it can be operated by command from the computer?

I would be most grateful if you could answer these questions.

M. W. Penny,
Fleetwood,
Lancs.

Editor's reply: You're in luck. Micronet is about to launch a connection for the Commodore 64 within a month or so. This will let you link up to the system. You can get details from Micronet on 01-837 3699.

Adman produces a speech synthesiser for your micro. You can find them in the adverts of this magazine. They're based in West Yorkshire.

If you want to connect your video recorder to the computer, just take the output from the back of the micro and plug it in where the TV aerial usually connects to the video. You can then record your favourite game and watch action replays of your best efforts.

I don't know of any robot arms, but if anyone out there does then please let me know.

STAR WARS SUPERSTAR

Dear Sir,
I am a regular reader of your magazine and I am particularly interested in your arcade hi-scores. I have seen no mention of my favourite

game, *Star Wars*. I would be obliged if you could print my personal best on this machine: 8,936,414. I successfully used "The Force" on waves five and 49 and continued the game to wave 53! Anyone else done any better?

Ivan "Solo" Lamont,
Dublin,
Ireland.

RETURN OF THE ATARI!

Dear Sir
Congratulations! How do you manage to be so thoughtful? There were 24 computer game reviews in June's edition, one of which, and this is the best part, was actually an Atari review! Absolutely unbelievable eh?

I feel compelled to write and thank you for devoting such time, space and effort to us humble Atari fans who pay a mere 85p for what is now a full quarter of a page total of Atari-orientated material. This all seems very generous of you, considering that the Atari has such limited games playing potential. I mean a mere 256 colours displayable at one time, sprites, high resolution graphics, only four voice nine octave sound and pixel scrolling in any direction. What game utilising such poor features could possibly be worth reviewing?

Oh, I can quite understand why the Spectrum and CBM 64 have almost completely taken over the magazine, being such far superior machines. How dare Tony Dolman (*Mailbag*, June) suggest that you could perhaps devote a little more time and space to the Atari and review some of its software a bit more often. I mean, the "mammoth" review of Atari software in April's edition does make up for the past months and months when

the word Atari has made fewer appearances in your magazine, doesn't it? Of course it does.

Even more terrible, Mr Dolman suggests that you've got it in for the Atari! Talk about false accusations. Don't let accusations of neglect towards us Atari users put you off—just keep giving us the attention you have been doing lately and I'm sure that we will all keep buying your magazine for years to come.

Paul Fletcher,
Wolstanton,
Newcastle.
Editor's reply: Thank you for your comments, Paul. We've no intention of dropping the Atari and will continue to support it, as can be shown in this issue.

ADDICTED TO ANDRE

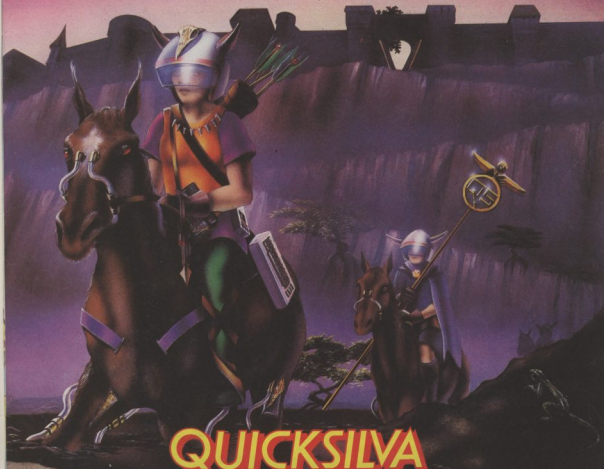
Dear Sir
After buying your June issue, I rushed home to type in Matthew Smith's exclusive program "Andre's Night Off". It was great! I don't usually type in the listings but this time couldn't resist it, knowing how good *Manic Miner* and *Jet Set Willy* are. It was a great idea for a game and I found it addictive. Here are my ratings for the game:

Action ***
Graphics ***
Addition *****
Theme *****

I would like to say thank you to C&VG and Matthew Smith. Why don't you do it more often—I mean get more professional programmers to type in a program or two? By the way, I would like to hear from anybody who can get past the foot of the Megatree, one of the sheets on *Jet Set Willy*. I've puzzled over it for weeks.

David Korum,
Royston,
Herts.

A STEP BEYOND.



QUICKSILVA

All Titles available mail order from:
QUICKSILVA MAIL ORDER LTD, Box 6, Winkley, Docket BH21 7PY. Tel: (0252) 891744.



FRED
THE
QUICKSILVA
SPECTRUM 48K
£6.95
COMMODORE 64
£7.95



THE
SNOWMAN
SPECTRUM 48K
£6.95



BOOGABOO
COMMODORE 64
£1.95
SPECTRUM 48K
£6.95



VELNOR'S LAIR
SPECTRUM 48K
£6.95
COMMODORE 64
£8.95



ANT ATTACK
SPECTRUM 48K
£6.95
COMMODORE 64
£8.95



MINED OUT
ELECTRON 65.95
BBC 45.95
LYNX 45.95
SPECTRUM 48K 44.95
COMMODORE 64 44.95



DRUMKIT
BBC 4.95
(IN A BOX - BOOKLET)



GATE CRASHER
BBC ELECTRON
£5.95

NEW NEW GENERATION ON
COMMODORE 64

TRASHMAN £7.95
3D TUNNEL £7.95
ESCAPE £7.95

NEW
ELECTRO-ART
ELECTRON
£14.95

WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale, copies of which are available on request.



Available at
WHSMITH



WOOLWORTH

John Mannes

Also leading multiple retailers and
specialist computer shops.

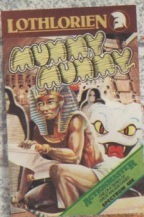
NEW GAMES AVAILABLE NOW
HAVE YOU JOINED THE
GAME LORDS YET?
Send S.A.E. for details and catalogue.

NEW**MUMMY MUMMY**
SPECTRUM £5.95

Woken from eternity by a mad archeologist you must bury the spirits of the Pyramid before you can read the cartouches and return to your golden sarcophagus.

OEDIPUS plays
MUMMY!
MUMMY!

MICRO MOUSE
IS AN ACE
DE-BUGGER!

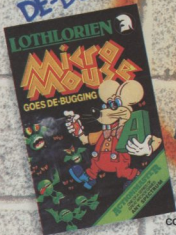


WOT
NO
SPACE
INVADERS?

**NEW****GRID PATROL**
SPECTRUM £5.95

Fast and furious. Eight different screens test your lightning reactions as you take on the aliens. 100% machine code. Re-definable keys. Joy stick option.

WORTH
SHELLING
OUT FOR



LOTHLORIEN ARE
CHAMPIONS O.K.

MICROMOUSE**ZX81 £5.95****SPECTRUM £5.95****COMMODORE 64 £6.95**

"Graphically excellent
with smooth moving sprites"

POPULAR COMPUTING WEEKLY

At last, educational Arcade Action! Fight off the software bugs and help Micromouse de-bug his programs. Datakill available. Fight through the levels to the highest score.

**TWO-GUN
TURTLE****ATMOS/ORIC 48K £6.95****SPECTRUM £5.95**

Entertaining and Original...
an arcade game of the
highest quality"

GAMES COMPUTING

It's mid-Winter and a turtle is
defending his strawberry
patch against a variety of
marauding bugs.

**BEETLEMANIA****SPECTRUM £5.50**

"Graphics are excellent.
Increasing difficulty is a
welcome feature"

PERSONAL COMPUTER NEWS

BEDLAM BLASTER
SPECTRUM £5.95

"Top marks for re-definable keys. Sound and
graphics superb. Good animation. Fun to play"

PERSONAL COMPUTER NEWS



WHSmith



Spectrum



makro

**LOTHLORIEN****N.S.S.**(licensed
dealers)LIGHTNING
Dealers

more action for your money

For a complete list of Lothlorien Games send for a FREE colour catalogue. Fill in the coupon today.
M C Lothlorien, 56a Park Lane, Poynton, Stockport, Cheshire, SK12 1RE. Tel: Poynton (0625) 876642

VEE HAV VAYS TO MAKE
YOU ILL



CONFRONTATION: SCENARIOS VOL 1 SPECTRUM £5.95

For use with the Master CONFRONTATION program, this add-on pack gives you four scenarios set in actual 20th Century Conflicts: Afghanistan, Angola, Sinai and Kent following the German Invasion in 1940.

CHARLIE'S
PICK!

CHOC A BLOC CHARLIE
COMMODORE 64 £6.95
Caught in a time-war, Charlie is trapped in a sealed warehouse. Avoiding the robots and ferocious guards he builds a time door to escape to the next warehouse. 2 screens, 16 increasingly difficult levels. Sound and smooth machine-code graphics.

A GAME
TO GET
YOUR
TEETH
INTO!

REALM OF THE UNDEAD SPECTRUM £5.95

Can you fight off the vampires to reach the subterranean dungeons of Dracula's Castle, where you release the villagers and Dracula, who must be lured to his coffin for the final chill? 3 screens.

HYPERBLASTER SPECTRUM £5.95

You are commanding a prototype spacecraft on a test flight when you are attacked by an Alien force. Dare you test your Hyperblast and plunge into Hyperspace? Fast action. 100% machine-code. 15 screens. Keyboard manoeuvrability.

SPECIAL OPERATIONS SPECTRUM £5.95

Special Operations has class. If they can do this with a humble Spectrum, what kind of games can we expect for the QL? COMPUTER CHOICE

A graphic adventure. Pick your force to locate, photograph, penetrate and eventually destroy Hitler's secret garm warfare establishment.

JOHNNY RED

DRAGON/TANDY 32K, COMMODORE 64K, MEMOTECH MTX 500/512 £6.95

ALSO FOR SPECTRUM £5.50, ELECTRON/ BBC B, ORIC/ATMOS £6.95

"I could quite easily get addicted... very user friendly... good value for money" ELECTRON USER
There's still plenty of fight left in the Confederate South as each side selects forces to do battle on a full graphics battlefield. One or two players.

DIG THIS
FOR ATMOS



SPOOKY MANSION

ATMOS/ORIC 48K £6.95

Attacked by bats, nasties and everything that moves, intrepid explorer Hugo First fights his way through the spooky mansion collecting weapons, wakens Dracula and condemns him to a fiery hell. Great effects and sound, good machine-code graphics. 10 levels. 3 Lives. 7 screens.

DIGGER

ATMOS/ORIC 48K £6.95

Monsters in the mineworkings try to stop you taking your gold to the Bank. Clear the screen and they re-emerge with new recruits (up to 60!) and the game speeds up. 4 lives. Great sound and graphics.

Special Offer Look out for the couponed packs - shops and mail order. Buy 3 special offer games (see asterisks). Collect 3 coupons and return to us for a free Lothlorien game of your choice. See pack for details. Offer applies to UK and Eire only. Closing date 30th November 1984.

Please send me (tick box) the following games:

SPECTRUM 48K

- Special Operations £5.95 ☐
- Realm of the Undead £5.95 ☐
- Hyperblaster £5.95 ☐
- Micromouse (16/48K) £5.95 ☐
- Confrontation - Master Program £7.95 ☐
- Confrontation - Scenarios Vol 1 £5.95 ☐
- Manly's Monkey £5.95 ☐
- Back Road £5.95 ☐
- Bedlam Castle (16/48K) £5.95 ☐
- Planet Slime (16/48K) £5.95 ☐

Please send me a free colour Catalogue ☐

* Contains special offer coupon.

I enclose a cheque/P.O. made payable to M.C. Lothlorien. Please debit my Access A/C No.

Signed

Name

Address

Post Code

Other

Send to: M.C. Lothlorien, 55a Park Lane, Paynton Stockport, Cheshire, SK12 1RE
Tel: Paynton (0625) 475542



LOTHLORIEN
more action for your money



ELECTRON/ BBC MODEL 'B'

OASIS

THE BEST DEAL YET

ACES HIGH

Brings four of the most popular casino-type games to the screen of your computer in amazing high resolution colour graphics.

● One to five players, several levels of play. ● At no time can the computer "see" other players' hands. ● Reserves, Stakes and "pots" clearly displayed at all times.

BLACK JACK.

Bets are placed on the first card dealt and from then on strong nerve is a necessity as you go for the "natural".

Includes such features as doubling of stakes and splitting the hand.

PONTOON.

To "stick", to "twist" or to "buy". That is the question in the search for that elusive Pontoon or Five Card Trick.

DRAW-POKER.

All the features you'd expect; "calling", "checking", "raising", "folding", discarding of cards and two rounds of betting.

STUD POKER.

Cards are dealt one at a time with a round of betting in between. All the usual features and as in Draw Poker, the program recognises all the standard poker hands.

INCLUDES: VAT, P & P, FULL INSTRUCTIONS AND LIFETIME GUARANTEE.

£14.95



Please send me _____ Aces High Compendium(s).
I enclose cheque/PO for £ _____

Name: _____

Address: _____

OASIS SOFTWARE, 9A ALEXANDRA PARADE,
WESTON-SUPER-MARE. TEL: 0934 - 419921.



ACCESS ORDERS TAKEN BY PHONE
24 HOURS A DAY. 0934 - 419921.

ZX - SPECTRUM 48K

OASIS

GREAT GAMES FOR GREAT BRAINS

MIND GAMES

"Oasis seem to specialise in these "mind" games, and they do it rather well."
(Crash Magazine).

CHESS.

Compiled to the same high-spec as our best-selling Dragon Chess.

● Six levels of play. ● All legal Chess moves. ● High resolution graphics. ● Set-up from any position. ● Opening move library, best move hint, move cancellation, move storage to tape. ● One of the most flexible and enjoyable Chess programs available.
(sold separately: £5.95).

BACKGAMMON.

All the features of today's popular board game complete with full instructions and demo.
(sold separately: £4.95).

DRAUGHTS.

A real test of your ingenuity whatever your standard of play.
(sold separately: £4.95).

INVADER CUBE.

The thinking man's Invaders game. Some of the best Spectrum graphics around, demanding the highest levels of skill.
(sold separately: £4.95).

IT TAKES GREAT BRAINS TO BEAT THE MIND GAMES PACKAGE.
EXERCISE YOURS TODAY.

INCLUDES: VAT, P & P, FULL INSTRUCTIONS AND LIFETIME GUARANTEE.

£14.95



Please send me _____ Mind Games Compendium(s).
I enclose cheque/PO for £ _____

Name: _____

Address: _____

OASIS SOFTWARE, 9A ALEXANDRA PARADE,
WESTON-SUPER-MARE. TEL: 0934 - 419921.



ACCESS ORDERS TAKEN BY PHONE
24 HOURS A DAY. 0934 - 419921.

THE WRITING ON THE WALL

How many times have you been tempted to get out that little aerosol can and have a good squirt at an inviting blank wall?

Trevor Truran's latest brain teaser was designed to rid the streets of graffiti writers and, to that end, he devised a puzzle guaranteed to keep even the most ardent graffiti artist at home, with a chance to win one of five Centipede Board Games from Milton Bradley.

The winning spots for the crosses were G3, G5 and G6 giving 147/6 which equals 24.5.

The six lucky winners are Martin Marchant from Staffs; Paul Hill, Tyne and Wear; Nina Pickup, N. Yorkshire; P. Grownow, Essex and Carl Nickolas from Cambs. Well done—Centipede is on its way.

THE HULK IS ON HIS WAY

Our Scott Adams Hulk adventure competition created the biggest postbag we've seen here at C&VG for some time!

We had five copies of Scott's latest Adventure—based around that amazing Marvel Comics hero, The Incredible Hulk—for each of the top microes. Your entries flooded in and we've only just finished sorting through them. Anyway, here are the winners.

Spectrum:

Glen O'Connell, Dublin. Olawale Bajomo, London. Martin Kane, Lanarkshire. Guy Pracy, Norwich. G. Gilmurray, Chelmsford.

BBC:

Richard Buam, London. Hayden Nash, Cuffley. Chris Sharp, Knutsford. Richard Beach, Twickenham. Richard Capewell, Hale.

Commodore 64:

John MacAdam, Lanarkshire. Delroy Williams, Harrow. Mark Finch, Burton-on-Trent. Keith Sunley, Hoddesdon. Craig Stanbridge, Gosport.

Atari:

Ranveer Mann, Heston. Lee Cawkwell, South Shields. Chris Clark, Tottenham. A. Blackaby, Hoddesdon. Warren Barr, Newtownabbey.

Apple:

Dan Slott, London. Kay Tin Khoo, London. Gary Solomon, Ayrshire. Mark Lieberman, Hornchurch. Adam Wells, Worthing.

Sorry we only had five games per micro to give away—but thanks to all of you who entered. The winners will be hearing from the Hulk very soon!

COMPETITION COMPETITION C

MAKE A NAME FOR YOURSELF!

Ever wondered how software companies get their names? Do the company executives have strange visions in the middle of the night? Does inspiration strike as they sit glued to the latest episode of *Brookside*? Or do they simply pull a name out of the telephone directory?

Well, we don't really know! But what we do know is that a new software company called us the other day and said: 'Look, we've got absolutely no idea what to call ourselves and we reckon your readers could come up with a terrific name. How about it?'

We thought our readers could come up with a great new name too—so that's why we're asking you to send us a few ideas. Try not to copy any existing names—we want an exciting and original title for this new company.

There will be 20 signed copies of the brand new games from this equally new software house up for grabs for the best names—before they go on general release.

So, if you want to be the first on your street with a game NO ONE else has loaded before, get your thinking-caps on and come up with some really weird and wonderful names.

Once you've worked one out, fill in the coupon on this page and send it to The Name Game, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Normal C&VG competition rules apply, no correspondence will be entered into and the Editor's decision is final. Closing date for the competition is July 16th.

Just so you don't have to set about picking a name without a bit of information, here are a few details about the company you'll be naming.

It has a staff of four young programmers—the average age is around 17. They have about 20 years' worth of programming experience between them. And they really enjoy dreaming up original games!

That's all we're going to tell you for now. The rest is up to you!

COMPUTER & VIDEO GAMES NAME GAME

I think the new software company should be called:

Name

Address

Micro you own

THE MISSING LINK

What's the common link between Pitfall Harry, Tarzan and Dr Livingstone? 'They still can't eat three shredded wheat!!' Well done to W. M. Chua from London who is one of the six winners in our Pitfall Harry competition.

Our friends at Activision gave us six Atari VCS and three games cartridges for the six people who came up with the right number of hidden animals and the most original link between the three world famous explorers.

We especially liked Antony Tankard's offering of 'They're all pit-swingin', lake-leggin', bog-beatin', treasure-seekin', snake-charmin', jungle-searchin', croc-steppin', scorpion-jumpin' super heroes.'

Further congrats to the remaining winners: Gordon Sutherland from Scotland; Ian Moffitt, Stockport; A. R. Walker, Surrey and Daniel Thompson from Belgium who will all be receiving their prizes shortly.



THE PRIZES

The prizes for this competition are something very special. The new software house—which could carry the name you send us—are developing three high quality arcade-style adventures for the Spectrum and Commodore 64.

They plan to create the first such adventures featuring 100 completely different high-resolution screens created by a new 'memory-crunching' technique on which they have been working. The game will also feature another brand new programming technique called LSA—or large scale animation. Sounds tricky to us!

Anyway, with both of these techniques in operation, the new software house reckons that these new games will be pretty revolutionary.

TION COMPETITION COMPETITION CO

COMPETITION COMPETITION COMPETITION GOING FOR GOLD!

Just when you thought you were going to end up on the beach at Brighton again this year, C&VG are proud to announce that we could make your holiday dreams come true.

No other magazine can top this—you could win ten days in sunny California to watch the Summer Olympic Games, flying out on a luxurious 747 and staying at the superb Sheraton Anaheim Hotel.

Just a short bus ride away from where you'll stay is all the fun and excitement of Disneyland—if you can tear yourself away from the athletics that is.

To make sure you take in as much of the Games as possible, your prize includes tickets for the track and field events for the duration of your stay.

Of course, you'll need spending money and the PiMan has generously dipped into his vast fortune to provide £500 for you to take with you.

It really is the holiday of a lifetime and, just to make the event even more memorable, we'll invite you up to London to meet the C&VG team and the PiMan—who will present you with your tickets.

All you have to do is study the screen shots from Activision's superb Decathlon cartridge and tell us the names of each event. Then, in the space provided on the form, tell us in not more than 20 words why you think *Computer & Video Games* sells more copies than all the other computer game mags put together.

The winner will be notified before our next edition hits the streets on July 16. Normal C&VG competition rules apply. The editor's decision is final and no correspondence will be entered into. Go on—have a go. You could soon be winging your way across to the USA.



WIN A COSMIC CRUISE

Imagine have come up with the goods again and we are in the lucky position of being able to offer you 300 copies of their brand new arcade style game *Cosmic Cruiser*—100 copies each for the CBM 64, Spectrum and Dragon.

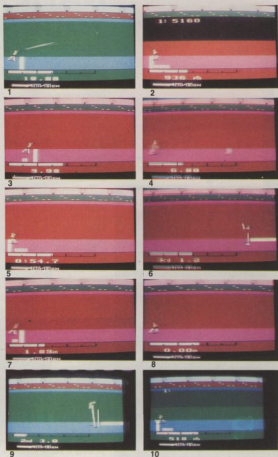
If you still have an itchy trigger finger and are dying for another bash at those elusive aliens, put your laser gun aside for a few minutes and cut out the coupon. The first hundred entries for each micro will be able to satisfy their bloodthirsty leanings. Please mark the envelope

COSMIC CRUISER OFFER

Name

Address

with *Cosmic Cruiser* and the name of the micro you own and send it to *Computer & Video Games*, 8 Herbal Hill, London EC1R 5EJ.



DECATHLON COMPETITION

- | | |
|----------|-----------|
| 1) | 6) |
| 2) | 7) |
| 3) | 8) |
| 4) | 9) |
| 5) | 10) |

Computer & Video Games is the UK's best selling games magazine because? Write your answer in the space below, using not more than 20 words. Send it to us at the editorial address on page three, marking your envelope 'Holiday'.

Name

Address

System 3 Software...Graphically Amazing!

DEATH STAR INTERCEPTOR

LAUNCH



(Screen 1)

APPROACH



(Screen 2)



DURANIUM BARRIERS



(Screen 4)

INTERCEPT MISSILES



(Screen 6)

ENTRY



(Screen 3)

...Earth is threatened by an Empire Deathstar, can you penetrate its defences and destroy it before it destroys you?
52K of pure machine code to give you 12 screens of 3D graphics, super smooth 3D animation, unbelievable sound effects music, 4 skill levels and hiscore table... this is the ultimate challenge!

This game has to be played to be believed! You have not seen what the Commodore 64 is capable of until you have played Deathstar Interceptor! - Commodore 64.

Available now at **£9.99!**

VICTORY



(Screen 12)

LASER CYCLE



*** FIRST 1000 ORDERS
RECEIVE 20% OFF
NEXT PURCHASE! ***

COLONY 7



CAN YOU REACH IT?

*** Dealer inquiries
call (01) 908 0238**

*** Export inquiries invited**

*** selected titles
available at Boots
and all good stores.**



LASER CYCLE

...The M.C.P. has selected you to ride on the deadly grid; two screens of strategy and action, multiple skill levels, hi-score table, pause facility, demo mode.
BBC Model B - £8.95!

COLONY 7

... Colony 7 fast furious 3D action, as you defend your colony's food stocks from the space pirates! The only game to use graphics 9. Unbelievable 3D landscape!
ATARI 400/800/XL - £9.95



HOW TO ORDER

To purchase any of the items above, simply fill in the coupon below with your requirements. Make cheque/P.O. payable to: SYSTEM 3 SOFTWARE LTD and post to the address below. Please allow 7 to 14 days for delivery. All prices inclusive of P&P and 15% VAT.

OVERSEAS ORDERS

Please add £1.00 per game ordered.

Post to: **SYSTEM 3 SOFTWARE, 10 MARSHALSEA ROAD, LONDON SE1 1HL**

Please send me the following items:

(No. Req.) _____ COLONY 7 (No. Req.) _____ LASER CYCLE
(at £9.95 - FOR ATARI) (at £8.95 - BBC Model B)

(No. Req.) _____ DEATHSTAR INTERCEPTOR
(at £9.99 - COMMODORE 64)

Name _____

Address _____

Tel (DAY) _____

Tel (EVE) _____

System 3 Software
10 MARSHALSEA ROAD, LONDON, SE1 1HL



CREATIVE SPARKS strikes again on ATARI

Now all Atari owners can appreciate these great games from Creative Sparks, some of which were previously only available at £30.

Experience the excellent animation, stunning sound effects and music in games which stretch your Atari to the limits.

Priced from only £8.95 all Creative Sparks Atari games are available through good Atari stockists, but in case of difficulty you can complete the form below.

NEW RELEASE



Dig 'n' Dodge! Guide Java Jim around the screen digging neat square holes as he searches for ancient relics. Avoid lumps of sizzling lava showering down from the still active volcano in this highly original game. It's fun...get diggin'!

- 2 full graphic all action screens
- 20 levels of play
- High score feature
- 1 or 2 player game

Requires 32K RAM. Cassette £8.95



All action game with strong strategic element. Roll down the middle of the road in a beeline for the enemy fuel dumps and you won't make it past the first bridge.

The 100% machine code game features:

- Superb sound and graphics.
- Smooth action scrolling screen.
- Separate map screen to plan strategy.
- Five pre-selectable skill levels.
- One or two player game.

Requires 32K RAM. Cassette £8.95



Defend your castle against the rampaging hordes of attacking Orcs, with broadswords, rocks and boiling oil.

This 100% machine code game benefits from superb sound and graphics spread over four screens of exciting action.

- One, two, three, or four player game.
- High score feature.
- Six pre-selectable levels of play.

Requires 16K RAM expansion. Instant plug-in cartridge action. £9.95



Interesting fairground scenario where you must save the ferris wheel passengers from Butcher Bill's missiles, and the roller-coaster riders from Ruffness Rick's bombs.

You will need to be quick to keep up with the action in this 100% machine code game which features first class sound and graphics over two screens.

- One or two player game.
- Instant plug-in cartridge action. £9.95



Attack and destroy all enemy shipping. That is your brief in this exciting game of strategy. Can you stand the nerve tingling action spread over three screens provided by this amazing game.

Already a big hit in the USA.

- Superb scrolling screen in periscope mode and realistic sound effects.
- Nine pre-selectable levels of play.
- High score feature.

Requires 32K RAM. Cassette £8.95



Based on the hit movie "War Games".

Using both strategy and good shooting destroy the incoming missiles and avoid the holocaust.

An amazing game with superb scrolling landscape when tracking missiles.

High tension play when trying to crack the code.

- Keyboard or joystick control.
- One player game.

Requires 32K RAM. Cassette £8.95

CREATIVE SPARKS

Patterson House, Chertsey, Surrey KT16 9AP

Please complete the coupon and send it with your remittance to Creative Sparks, Patterson House, Chertsey, Surrey KT16 9AP.

Allow 28 days for delivery. Offer applies to U.K. only

<input type="checkbox"/> Tank Commander	£8.95	<input type="checkbox"/> Submarine Commander	£8.95
<input type="checkbox"/> Tank Commander	TNDB01	<input type="checkbox"/> Submarine Commander	TNDB01
<input type="checkbox"/> Orc Attack	£9.95	<input type="checkbox"/> Computer War	£8.95
<input type="checkbox"/> Orc Attack	TNDB02	<input type="checkbox"/> Computer War	TNDB01
<input type="checkbox"/> Carnival Massacre	£9.95	<input type="checkbox"/> Java Jim	£8.95
<input type="checkbox"/> Carnival Massacre	TNDB03	<input type="checkbox"/> Java Jim	TNDB01

Please make your cheque or postal order payable to: TECS

Name

Address

Signature

CVG784

Card Number:

£

Method of Payment
Cheque
Postal Order
Access/Barclaycard

Access

Barclaycard

VISA

MasterCard

PSY  LAPSE
COMMODORE 64

    NATCH
48K SPECTRUM

Imagine
the name
of the game

CARTOON

COMPETITION

UNDER 12

Little did we know when we asked you to send in your computer cartoons just how many budding artists were out there itching to get in on the act. We received hundreds of entries—making this one of our most successful competition ideas ever—even if we didn't tell you what you'd be winning! C&VG's art department have been up to their elbows in your entries for a couple of weeks now, deciding on the winning illustrations. It was no easy task, as many of the entries were of an extremely high standard and a lot of time and effort had been put into all of them. We'd like to thank everyone who entered—and apologise if your entry didn't win a prize. We wish we could give something to all of you! In the meantime, we hope you enjoy looking at this selection of the winning entries.



LINDA WISDOM AGE 11
104 BRAVINGTON ROAD
LONDON NW9
5AL



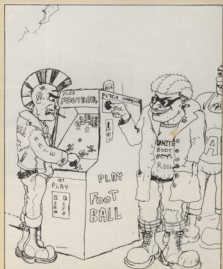
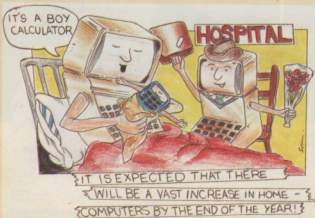
Left
Jonathon Eggleton,
92 Melrose Avenue,
Bletchley, Milton
Keynes MK3 6PP

Above
Linda Wisdom,
104 Bravington Road,
London W9

Below
Neil Armstrong,
8 Vaughan Avenue,
Tonbridge, Kent TN10
4EB

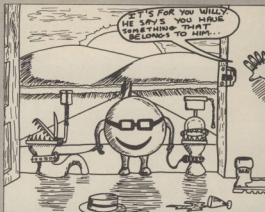


UNDER 18



THE PRIZES

So what do the winners get for all their hard work? Well, we nipped around to our local art shop and persuaded them to part with some really nice sets of Caran D'Ache coloured art pencils – just right for drawing cartoons with! Each winner will receive one of our C&VG "The Champ" tee-shirts as well. There were also a couple of consolation prizewinners who will be receiving tee-shirts in the post. Unfortunately, we didn't have enough space to reproduce their cartoons. Once again, we'd like to thank everyone who entered – sorry you all can't win a prize!

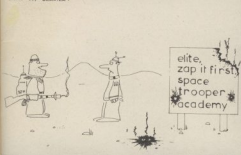


Below left
Robert Moss,
5 Sparrows Herne,
Basildon, Essex SS16
5JH

Above
Mark D. Schlanker,
14 Rudgard Avenue,
Cherry Willingham,
Lincoln LN3 4JG

Below
Michael R. H.,
29 Waldegrave Road,
Ealing, London W5

"SO, I DON'T ENJOY THE MORAL, BLUNT OF
SAVING WEAR RACES FROM OUR... I ALONG
I JUST ENJOY MURDERING UNDEAD LIFE FORMS
WITH MY BLASTER."



Far left
Sean Pearman,
15 Cedar Walk, Floral
Way, Andover, Hants
SP10 3PH

Centre
Mark Rudman,
32 Marlborough Road,
Green Meadow,
Cwmbran, Gwent
NP44 5EP

Left
Andrew Clarke,
Green Heath, Hill Top,
Baddesley Ensor, Near
Atherstone,
Warwickshire CV9 2BQ

OVER 18

RESULTS



blue chip computers

blue chip computers

FREE

POSTAGE AND PACKING ON ALL ORDERS OVER £10.00

ADD £1.00 TO ORDERS UNDER £10.00. UK MAINLAND ONLY

WESTERN EUROPE + 10%

ELSEWHERE + 15%

Grand Summer Sale

SALE

We pride ourselves on a fast delivery
& customer satisfaction

AUTHORISED
TEXAS INSTRUMENT
DEALER

TEXAS INSTRUMENTS T199/4A

	USUAL PRICE	SALE PRICE
TI WRITER	£89.95	£59.95
TI CASSETTE RECORDER	49.95	39.95
TI CHESS	29.95	26.95
TI MUNCHMAN	19.95	17.95
DONKEY KONG	24.95	21.95
PACK MAN	19.95	18.95
DEFENDER	19.95	18.95
TI INVADERS	14.95	13.95
TI 5 a side SOCCER	10.95	9.95
TI CAR WARS	10.95	9.95
TI ATTACK	10.95	9.95
TI TOMBSTONE CITY	10.95	9.95
TI ZERO ZAP	10.95	9.95
TI MIND CHALLENGE	10.95	9.95
TI OLDIES BUT GOODIES	10.95	9.95
TEACH YOURSELF BASIC	9.95	4.95
TEACH YOURSELF EX BASIC	13.95	9.95
PROGRAMMING AIDS 1	10.95	8.95
STARTER PACK	9.95	8.95
GAME WRITER PACK	9.95	8.95
EARLY READING	10.95	9.95
EARLY LEARNING FUN	10.95	9.95
BEGINNING GRAMMAR	10.95	9.95
ADD AND SUBTRACT N01	10.95	9.95
ADD AND SUBTRACT N02	10.95	9.95
ALIGATOR MIX	14.95	10.95
NUMBER MAGIC	10.95	9.95
ALIEN ADDITION	10.95	9.95
MINUS MISSION	10.95	9.95
METEOR MULTIPLICATION	10.95	9.95
DEMOLITION DIVISION	10.95	9.95
CASSETTE CABLE LEAD	9.95	7.95
QUICK SHOT 11 JOYSTICK	24.95	19.95
& INTERFACE		
EDITOR ASSEMBLER MANUAL	13.95	9.95
BASIC		
ADVENTURE MANIA	7.95	5.95
MANIA	7.95	5.95
ROBO-PADS	6.95	5.95
THE BLACK TOWER	5.95	5.50
RUNNER ON TREITON	5.95	5.50
BUILDER/MINE/FIELD	5.95	5.50
TROLL KING	5.95	5.50
DADDIES HOT ROD	5.95	5.50
HUNCH BACK HAVOC	5.95	5.50
FUNPAC	6.95	5.95
CRYSTAL SWEEP	7.95	6.95
EXTENDED BASIC		
BOMBS AWAY	7.95	5.95
FROGGIE	6.95	5.95
FROGLET/BATTLESHIPS	9.95	7.95
PEARL DIVER	7.95	6.95
OPERATION MOON	7.95	6.95
ASCOT STAKES	7.95	6.95

HOPIT	7.95	6.95
CHARACTER GENERATOR	7.95	6.95
BLASTERIODS	7.95	6.95
BOMBS AWAY	7.95	6.95
BOUNCER	9.95	7.95
KONG	9.95	7.95
LIONEL AND THE LADDERS	9.95	7.95
ABM CONTROL/FROGLET	9.95	7.95
MINI MEMORY		
SNAKES	7.95	6.95
KIPPY KNIGHTMARE	9.95	7.95
OTHELLO	6.95	5.95
TOAD GRAPHICS	6.95	5.95
DIYAD	6.95	5.95

48K SPECTRLM

VOLCANIC PLANET	7.95	4.95
BLOCKADE RUNNER	7.95	4.95
GOLD RUSH	7.95	4.95
HUNCH BACK	6.90	4.95
PACCAUDA	6.95	4.95
LANCER LORDS	6.95	4.95
BIRDS	6.95	4.95
POTTY PAINTER	6.95	4.95
ALCHEMIST	5.95	4.50
PIN BALL WIZARD	7.95	4.95
JUMPIN JACK	5.95	4.50
ESCAPE M.C.P.	6.95	4.95
QUACKERS	6.95	4.95
FOOTBALL MANAGER	6.95	4.50
GOLF	6.95	4.50
HUNTER KILLER	8.95	4.95
SWITCHABLE PROGRAMME		
JOYSTICK INTERFACE	24.95	19.95

VIC 20 All Rom Cartridge

SARGON CHESS	9.95	7.95
PIRATE COVE	9.95	7.95
SUPER LANDER	9.95	7.95
JUPITER LANDER	9.95	7.95
RAT RACE	9.95	7.95
ROAD RACER	9.95	7.95
MINE MADNESS	19.95	11.95
SUBMARINE COMMANDER	28.95	17.95
MOLE ATTACK	9.95	7.95
MACHINE CODE MONITOR	39.95	19.95

VIC 20 CASSETTES

FROGGER	5.95	4.50
SUPER INVADERS	6.95	4.50
CENTROPODS	5.95	4.50
ANTI MATTER SPLATTER	5.95	4.50
THE CATCH	5.95	4.50
CRITTERS	6.95	4.50
ENGLISH INVADERS	5.95	4.50
PACCAUDA	5.95	4.50
QUACKERS	5.95	4.50

EXPANDED 8 OR 16 K

MOVER MANIA	7.95	4.95
BIRDS AND APPLE TREES	6.95	4.50
ENGINE SHED	6.95	4.50
LUNAR RESCUE	6.95	4.50
CYCLONS	6.95	4.50
MYRAID	6.95	4.50
CRITTERS	6.95	4.50

COMMODORE 64

SNOWBALL (ADVENT)	9.95	7.50
COLLOSAL ADVENTURE	9.95	7.50
HUNGRY HORACE	7.95	5.50
QUASAR (BUCK ROGER)	8.95	5.95
ALIEN RESCUE	8.95	5.95
WANDA	7.95	5.50
QUAK ATTACK	7.95	5.50
ZOIDS	7.95	5.50
BUG SQUAD	7.95	5.50
SIREN CITY	7.95	5.50
KONG	7.95	5.50
ESCAPE M.C.P.	7.95	5.50
PARATROOPERS	7.95	5.50
JUMPIN JACK	8.95	5.95
JEFFERS CHEEPERS	7.95	5.50
REVELATION	7.95	5.50
ARMAGEDON	7.95	5.50
WIDOWS REVENGE	7.95	5.50
KICK OFF	6.95	4.95
EXTERMINATOR	6.95	4.95
QUIZZER	6.95	4.95
WORD WIZARD	6.95	4.95
METRO BLITZ	7.95	5.50
3-D SPACE	6.95	4.95
ATTACK MUTANT CAMELS	7.50	4.95
REVENGE MUTANT CAMELS	7.50	4.95

SEND CHEQUE OR POSTAL ORDER NOW TO:

BLUE CHIP COMPUTERS, 16 Clapgate Lane, Goose Green, Wigan WN3 6RN

STATING NAME, ADDRESS, TEL. No. & GOODS
REQUIRED.

OR PHONE TELE SALES ON WIGAN (0942) 495753

WITH YOUR ACCESS/BARCLAY CARD NO.

* All general enquiries ring (0942) 322543 sed.

TO: BLUE CHIP COMPUTERS, 16 Clapgate Ln., WIGAN.
Please send me

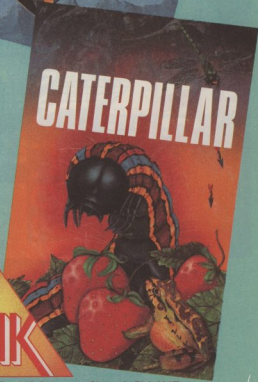
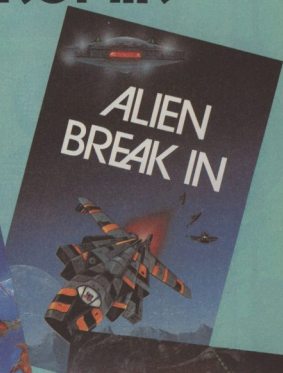
Name

Address

..... Tel.

I enclose a cheque/p. order to the value of £.....

Three more challenges from ROMIK



**More great games
for the BBC and
Acorn Electron.**

**All keyboard or
joystick compatible.**

**Just three from a range
of over 70 games for
11 computers.**

Available from selected branches
of: Boots, Dixons, John Menzies,
W.H. Smith, and all good
computer stores.

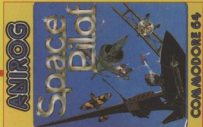
ROMIK

Romik Limited, 272 Argyll Avenue, Slough SL1 4HE

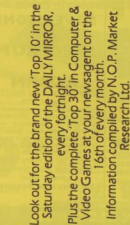
DAILY Mirror

COMPUTER & VIDEO GAMES

TOP 30 SOFTWARE



			(Available on)										
THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	Publisher	Computer	SPECTRUM	COMMODORE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	ZX81
1	1	5	JET SET WILLY SOFTWARE PROJECTS		(Spectrum)	●							
2	2	6	FIGHTER PILOT DIGITAL INTEGRATION		(Spectrum)	●							
3	9	4	CODE NAME MAT MICROMEGA		(Spectrum)	●							
4	4	6	MANIC MINER BUG-BYTE/SOFTWARE PROJECTS		(Spectrum)	●	●						
5	6	6	ATIC-ATAC ULTIMATE		(Spectrum)	●							
6	16	6	CHEQUERED FLAG	PSION	(Spectrum)	●							
7	17	4	BLADE ALLEY PSS		(Spectrum)	●							
8	—	1	INTERNATIONAL SOCCER	COMMODORE	(Spectrum)	●	●						
10	16	3	TRASHMAN NEW GENERATION	PSION	(Spectrum)	●							



© EMAP Business & Computer publications 1994



**PUNCHY NOW
AVAILABLE FOR:-**

0231

TBM 6A

AMSTERDAM

CONVULSION

518/528

SPECTRUM 48K

1

1998

100

1998

100

1

Spectrum

The Latest NEWS from Spectrum

Get Your Copy of MICRO UPDATE



Spectrum's own magazine from your local Spectrum dealer Now! All the info on the very latest in home micros and add-on's for your computer.

WIN! a super VIP day at SILVERSTONE with SPECTRUM and ACORN

On August Bank holiday
August 27th

There's a Super competition starting NOW at SPECTRUM arranged in conjunction with ACORN Computers, there are two prizes for two people each of a fabulous all expenses paid day out at Silverstone Races.

Pick up an entry form from your local Spectrum dealer Now!

No Purchase Required

ACORN ELECTRON



£199.00

The new Computer from Acorn. Using the same powerful BBC basic as the BBC B. The Electron is the ideal machine for learning about computers, at most schools use BBC BASIC. It also features a full qwerty keyboard with the ability to enter command's with one keystroke, and gives high quality graphics output to either colour T.V. or monitor. Sound can be generated through the internal speaker.

COMPUTER DEALERS

or prospective dealers. If you would like to know more about becoming a SPECTRUM APPOINTED DEALER on an exclusive area basis please write to: MIKE STERN or DUDLEY LANGMEAD Spectrum UK Ltd Burwell, Welwyn Garden City, Herts or Telephone (07073) 34761

LATEST NEWS

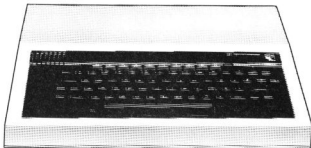
• For up-to-date news, information & offers from SPECTRUM - see PRESTEL page 600181 for details.

UP TO £1000 INSTANT CREDIT,

spectrum
CHARGE CARD

• There's up to £1,000 worth of Instant Credit available on a Spectrum Charge-card. See your local Spectrum dealer for written details (UK mainland only) Typical APR -29.8%

BBC Model B



Including FREE!

- Cassette Recorder and
- 5 pieces of Software

When you buy a BBC 'B' from Spectrum!

SPECTRUM PRICE

£399

The BBC MODEL B, probably the most flexible personal microcomputer available today. Using powerful BBC BASIC, the BBC B is widely accepted as providing the educational standard for computer learning.

The model B features a variety of interface ports allowing easy connection not just of ordinary peripherals but also second processors or devices to give access to teletext or prestel services.

OPUS DISC DRIVE

for BBC Model 'B'



SPECTRUM LOW PRICE

£189

Including: Manual and Utilities Disc

BIT PRINTER



An expensive quality printer for the BBC 'B'. Just look at our fantastic low price on this super Dot Matrix printer. The ideal machine for the home user, the Bit Printer combines practically with low cost - now you can list programs for debugging without spending a three-figure sum. The Bit Printer interfaces directly with the BBC 'B'. See it at Spectrum now!

SPECTRUM
LOW
PRICE

£89.95

ACCESSORIES for BBC

BBC Dual Disk Drive	£750.00
BBC BUGGY	£189.00
RC DIGITAL TRACER for the BBC	£55.50
GRAF PAD Graphics Tablet	£143.75
PROLINK Joystick Interface	£9.95
BIT-PRINT ZX Printer	£89.95
BBC Single Disc Drive	£265.00
BBC Disk Interface Kit (inc. fitting)	£97.00

Acorn Software Cassette-Based from	£9.95
Acorn Disk-Based software	£11.50
BBC Disk-Based software from	£9.95
BBC BUGGY Spectrum Price	£189.00
BBC Disk Manual & Utilities Disc	£34.50
QUICK-SHOT JOYSTICK Especially for the BBC - Spectrum Price	£19.95



Now from Spectrum - a complete business computer system for under £900



COMMODORE 64 BUSINESS PACKAGE

- Extremely simple to use - no computer experience required
- Complete & ready to run with Sales/Invoicing & purchase ledger programs
- Complete end-of-month reports at the touch of a button - including Creditors/Debtors lists Sales & cash lists, statements, VAT balances etc.

- Includes ■** COMMODORE 64
- DISK DRIVE ■ COLOUR MONITOR ■ COMMODORE PRINTER ■ PURCHASE LEDGER PROGRAM ■ SALES LEDGER PROGRAM
 - EASY SCRIPT PROGRAM
 - Plus! ■ FREE! GAMES DISK WITH SIX GAMES

FROM ONLY
£899.95
 WITH MP5801 Printer

Just Arriving! It's the new, superb COMMODORE SX64 PORTABLE



BIG NEWS from Spectrum - stocks are just arriving of the incredible new Commodore SX 64 Portable Colour Computer - a dream come true for the travelling executive! This superb, compact Micro incorporates all of the top-selling Commodore 64's functions, and features a detachable, full function keyboard plus built-in colour monitor AND single disk drive - you can see it at your local Spectrum dealer now!

FREE! FREE! FREE!

- FREE with each SX64 Portable three superb programs - Easy Script, Future Finance and Easy Stock

SPECTRUM PRICE
£895

COMMODORE VIC-20

Super Value! STARTER PACK

A complete Home Computer system including the VIC-20 Computer, a Cassette Unit, introduction to BASIC part 1 - a simple explanation of computer programs - Blitz, Type-A-Tune, Race & Huggad. A fantastic deal! and great value-for-money. But HURRY! offer only while stocks last.

SPECTRUM PRICE
£139.99

Also available

VIC-20
 Spectrum Price
£99.95
 Including:
 4 FREE ROM GAMES
WORTH £39.96



Commodore VIC-20, SOFTWARE PACKS at HALF PRICE

- Multipack 1: Omega Race, Voodoo Castle, Cosmic Crunch
- Multipack 2: Golf, Adventureland, Raid on Fort Knox, Mine Attack
- Multipack 3: Sargon Chess, The Count, Mission Impossible, Cosmic Cruncher
- Multipack 4: Sargon Chess, Pirate Cove, Rat Race, Super Lander
- Multipack 5: Omega Race, The Count, Menagerie, Mole Attack

Each Pack Only **£19.98** WHILE STOCKS LAST

SPECIAL OFFER! on Commodore 64 ROM GAMES

SAVE £9.99 when you buy any of the following Multipacks:
 MULTIPACK 1: Music Composer, Lazarian & Clowns
 MULTIPACK 2: Visible Solar System, Jupiter Lander & Le Mans
 MULTIPACK 3: Visible Solar System, Lazarian & Sea Wolf
 MULTIPACK 4: Jupiter Lander, Clowns & Lazarian
 MULTIPACK 5: Jupiter Lander, Omega Race & Clowns

Commodore 1520 PRINTER PLOTTER



The 1520 printer/plotter draws in 4 colours, and prints characters and numbers.

£99.99

COMMODORE 1524 PRINTER



Superb Dot Matrix (near letter quality printer)

£345.00

ACCESSORIES FOR COMMODORE

AlphaCom 42 Printer with Vic 20 Interface... £99.90
 Stack Light Pen... £28.75
 Plus 80 16K RAM... £37.99
 Viscount 64K RAM... £69.95
 4 Slot Motherboard £24.95
 Adman Chatbox £49.95
 Stonechip 16K switchable RAM... £34.95

Turn the page for more super offers from Spectrum...



ATARI 800XL

- Powerful 64K RAM • Full-stroke keyboard • Full sound with 3½ octave range • 11 Graphic Display modes • Full colour (256 Colours - 128 colours can be displayed at one time!) Ask to see this super new micro at your local SPECTRUM dealer NOW!

SPECTRUM PRICE
£249⁹⁵

ATARI 600XL £159.99

1010 CASSETTE RECORDER	£40.99	TRACK BALL SOFTWARE	£39.99
1050 DISK DRIVE	£299.99	DIG. DUG	£29.99
1027 LETTER QUALITY PRINTER	£299.99	LONG RAIDER	£14.99
1020 PRINTER PLOTTER	£199.99	And many more	

Sensational PRINTER OFFERS from Spectrum

Incredible
Value! from
Spectrum



NEW! SEIKOSHA Model GPI00A MkII

SPECTRUM LOW PRICE

£199⁹⁵

- Printing speed 50 C.P.S.
- Full Graphics capability
- Double width character output under software control
- Centronics type parallel interface
- Paper width is adjustable up to 10 inches

MONITORS

Commodore Model 1701

A superb Colour Monitor with sound



SPECTRUM PRICE
£230

PHOENIX Amber FIDELITY CM14 Colour	£126.50
SANYO 14" Colour TV (ideal as a monitor)	£199.95
SANYO CDD 3115MB Colour Monitor	£329.95
SANYO 13" Green Monitor	£285.35
SANYO 13" Green Monitor	£299.95

CUMANA DISK DRIVES



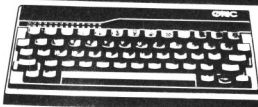
FOR BBC

CS100E	£217.35
CS100	£244.95
CS200E	£254.15
CS200	£881.75

FOR DRAGON

CD5250	£365.95
CD5500	£401.80
CD51000	£503.95
CDD500	£557.60

ORIC ATMOS



The ATMOS has taken a remarkable step forward in home computer technology!

Most Micros use memory on functions like graphics, colour and sound. Oric saw that by running these tasks from ROM memory, a huge amount of the ATMOS's valuable 48K RAM could be freed.

So the colour capability (8 graphics, 8 background), powerful sound synthesis and high-resolution graphics the ATMOS is achieved with fewer demands on computing power than its competitors.

So what else makes the ATMOS so exciting? There's now a typewriter-style, full-response keyboard, it's directly compatible with most domestic cassette players; and there's a wide choice of software. The ATMOS is designed for convenience, too - it uses extended Microsoft BASIC - your printer plugs in without an RS232C - and it comes complete with leads and everything you need to get going.

We've a four-colour Oric printer (which accepts normal paper) at a terrific value-for-money price. Soon, a 3-inch Microdisk Drive will be available, too, to complete the system. Take a look at the superb new Oric ATMOS, at your Spectrum dealer now!

- Lots of exciting programs available

- Built-in centronics printer interface (no RS232 needed - just plug in your printer)

- Full-featured keyboard with sculptured keys

- Separate keys for cursor control

- Built-in speaker

- Special sound effects for game programmers

SPECTRUM PRICE

£169⁹⁵

Other Printer Bargains

SEIKOSHA GPI00 VC	£199.95
SEIKOSHA GPI00 AS	£199.95
SEIKOSHA GP250 X	£249.95
EPSON FX 80	£495.95
EPSON RX 80	£314.95
EPSON RX 80 F.T.	£366.85
ALPHACOM 42 for VIC-20, Commodore 64, Dragon, Atari, BBC with required interface	£99.90
ALPHACOM 3C for ZX Spectrum	£59.95
Be. Print 24 for the BBC	£89.95

ALPHACOM



ALPHACOM 42 for DRAGON, BBC, COMMODORE, ATARI (Interfaces extra)
..... Spectrum price £79.95
ALPHACOM 33 for ZX SPECTRUM
..... Spectrum Price £59.95
Paper Rolls for Alphacom printers
Box of 5 Rolls £8.00

STACK LIGHT RIFLE



For Commodore
64, VIC-20 &
ZX Spectrum

Available for the SPECTRUM, VIC 20, and the COMMODORE 64 (Detailed Note!) comes complete with 12 feet of cable and three exciting action-lightgun games including: MICK NOON SHOOTOUT - with full sound effects

Spectrum Price **£29.95** Including 3 FREE Games

spectrum
CHARGE CARD

**UP TO £1,000
Instant Credit**

• There's up to £1,000 worth of Instant Credit available on a Spectrum Chargecard. See your local SPECTRUM dealer for written details (UK mainland only) Typical APR -29.8%

Turn the page for more super offers from Spectrum ...

SPECTRUM

Everything you've ever wanted for your

ZX SPECTRUM

Superb ZX add-on's from your local Spectrum dealer

DK'Tronics KEYBOARD

For ZX SPECTRUM
SPECTRUM PRICE

£45



New & exclusive to Spectrum!

INDESCOMP

Superb quality add-on's for the ZX SPECTRUM

SOUND
AMPLIFIER



£10.95

32K RAM
PACK



£39.95

JOYSTICK
Interface



£14.95

DOMESTIC
CONTROLLER



£49.95

ALPHACOM Thermal printer for ZX SPECTRUM -
NOW DOWN TO

£59.95

DIGITAL TRACER

From RD Labs
for the ZX
Spectrum

£55.50



ZX SPECTRUM

16K

£99.95

ZX SPECTRUM

48K

£129.95

Spectrum Computer Centres have no connection whatsoever with the ZX Spectrum Computer manufactured by Sinclair Research Ltd.

VISCOUNT DISK DRIVE

Now from SPECTRUM a Disk Drive for the ZX SPECTRUM. The VISCOUNT 5 1/4" DISK DRIVE with interface system and complete with all leads.

ONLY

£245



CHEETAH

32K RAM

Pack

£39.95



KEMPSTON

Joystick

Interface

(Joysticks opt. extra)

CURRAH Speech Synthesiser £29.95

DKTRONICS Lightpen £19.95

DKTRONICS DUALPORT Joystick £14.95

STACKLIGHT Rifle with 3 FREE GAMES £29.95

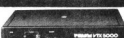
The new ROM Cartridge/Joystick interface Loads programs instantly! Takes two joysticks! Just plug in and play.

ONLY £19.95

Plus new ROM Cartridge software.

PRISM VTX 5000

MODEM



NOW, YOUR ZX SPECTRUM IS YOUR KEY TO THE WORLD with the incredible PRISM VTX 5000 MODEM

■ Versatile modem for ZX Spectrum (16K or 48K) versions ■ Slim design fits easily, matches your micro ■ Instant access to Prestel™ & Micronet 800 information services ■ Instant communication with other ZX Spectrum users ■ Use the Prism VTX 5000 with a Sinclair printer - and print Prestel frames

SPECTRUM PRICE

£99.95

STONECHIP
ACCESSORIES
For the ZX SPECTRUM
ECHO AMPLIFIER

£19.95

PROGRAMMABLE JOYSTICK
INTERFACE £24.95

Coming soon . . .
SPECTRUM KEYBOARD WITH
SOUND NO NEED TO TAKE
YOUR SPECTRUM APART

£59.95

BOOKS

GRAMADA PERSONAL COMPUTING

TITLES
The ZX Spectrum and how to get the most from it £3.95
The Spectrum Programmer £2.95
The Spectrum Book of Games £2.95
Introducing Spectrum Machine Code £7.95
The Apple II Programmer's Handbook £18.95
Programming with Graphics £5.95
The Dragon II how to make the most of it £5.95
Computing for the Hobbyist & small Business £6.95
Simple Interfacing Projects £6.95
The BBC Micro An expert guide £6.95
Commodore 64 Computing £1.95
The Oric I and how to get the most from it £1.95
The Dragon 12 book of games £5.95
Computer Languages and their uses £5.95
Lynx Computing £6.95
21 Games for the BBC Micro £4.95
Choosing a Microcomputer £5.95
Databases for fun & profit £5.95

Introducing the BBC Micro £5.95
SUNSHINE
The Working Spectrum Functional Forth for the BBC £4.95
The Working Dragon 12 £3.95
Dragon 12 Games Master £1.95
The Working Commodore 64 £4.95
Commodore 64 Machine Code Master £6.95
The Working Dragon £6.95
The Working Spectrum £6.95
The Working C64 £6.95
Dragon 12 Games Master £3.95
JOHN WILEY
Main Basic £6.75
Using BBC Basic £6.95
Winning games on the Commodore 64 £1.95
Hot programs to feed your Dragon £6.95
ZX Spectrum explored £5.95
Mastering the ZX Spectrum £5.95
Mastering the Vic 20 £5.95
Small business computers for the first time users £7.95

There's a Spectrum Centre near you

AVON

BATH Software Plus, 12 York St
Tel: (0282) 61676
WESTON-S-MARE & K Computers,
32 Alfred St Tel: (0934) 419324

BEDFORDSHIRE

DUNSTABLE Computers 7-11 Broad Walk
Tel: (02582) 35515
LITCHFIELD BUZZARD The Computer Club
at Milton Keynes, Mill 7 Bridge St
Tel: (0252) 76422
Luton Tynes-Max, 49 George St
Tel: (02582) 233912

BERKSHIRE

BRACKNELL Computer Centre, 44 The
Brazley, Tel: (0344) 473717
SLEWEN MU Games and Computers 245
High St Tel: (0753) 21594

BUCKINGHAMSHIRE

BLETCHLEY Rams Computer Centre,
117 Queney Way Tel: (0506) 647244
RECHINGHAM Rose Photography & Com-
puters, 113 High St Tel: (0494) 783373

CAMBRIDGESHIRE

CAMBRIDGE K P Computers Ltd, 19/20
Market St. Tel: (0223) 312240
Gower & Gayer
PETERBOROUGH Peripherals Communications,
31 Midland Rd Tel: (0733) 41007

CHANNEL ISLANDS

GUERNSEY Glynis, 3-5 The Palace,
St Peter Port Tel: (0481) 24682
JERSEY Software, (0534) 74000
7 Ferry St, St Helier Tel: (0534) 74000

CHESHIRE

ALTRINGHAM Micro, 28 High St
Tel: (061) 941 6213
CREKE Cremona Unit Ltd
Tel: (0272) 216014
ELLINGHAM PORT RITA Centre
1 Postle Road, Whitty, Tel: 051 356 4150
WAGLEFIELD Centre Arts, 100
The Mill, Mill St. Tel: (0625) 27468
COMPUTER Widling Ltd,
111a Linton Road, Tel: (061) 480 3425
WARRINGTON Windings, 111 Bridge St
Tel: (0527) 28290
WILKINS Computer City, 78 Victoria Road
Tel: (0524) 32033
WILKINS South of Wiltshire, 44 St
Annes Parade, Tel: (0562) 526213

CLEVELAND

MIDDLESBROUGH McKenna & Bogan,
206 Linshire Rd Tel: (0642) 222368

CORNWALL

ST Austell A B & C Computers, Duchy
House & Lower Kynner St.
Tel: (0208) 67333

CUMBRIA

BARROW-IN-FURNESS Barrow Computers,
234 The Mall Tel: (0229) 38373
CARLISLE The Computer Shop, 56-58
Cather St. Tel: (0228) 21212
PENRITH Penrith Communications,
14 Cavendish, Tel: (0768) 67146
Open Mon-Fri 10-6pm
WHITTHAM P D Hendren 15 King St.
Tel: (0949) 2063

DERBYSHIRE

ALFRETON Gordon Hayward 69-71 High
St Tel: (0773) 830376
CHESTERFIELD The Computer Centre,
124 St Andrew St Tel: (0246) 268802
DROU C T Electronics, 41 Camera Thurst
Tel: (0232) 361456

DEVON

EXETER Seven Computers (Computers) Ltd,
11 Clavel, Tel: (0323) 211212
EXMOUTH Open Centre, 20 The Strand
Tel: (0295) 264408
HARTMOUTH Computer Centre, 76 Connaught
St Tel: (0252) 26705
TIVERTON Ashton Micro Computers,
31 The Square, Tel: (0252) 26577
TORQUAY Devon Computers, 3 Torhill Rd,
Golf Course, Tel: (0825) 526263

DORSET

Bournemouth Lansdowne Computer Ctr
1 Lansdowne Crescent Tel: (0702) 20165

DURHAM

DARLINGTON McKenna & Brown
102 Bopdgate Tel: (0225) 459744

ESSEX

BASILDON Goldfish's 28-32 East Walk
Tel: (0682) 28379
BASILDON Goldfish's Computer Centre, 5
Landon, Main Centre London, (0208)
416747
CANOEY Island Tower Radio Ltd, 43 High
St Tel: (0268) 68271

CHELMSFORD Maxine Hayman Ltd,
5 Broadfield Rd Tel: (02045) 254569
CHROMFORD Colchester Computer Centre,
16 St Dunstons St Tel: (0206) 47462
GRAYS Giv Raymonds, 79 Green Rd
Tel: (0273) 5948
LUDLOW Woodmans, 76 Third Lane
Tel: (0224) 5911

ROMFORD Computer Centre, 72 North St
Tel: (0708) 55682
SOUTHEND Computer Centre 332 London
Rd Tel: (0702) 45412

HAMPSHIRE

BASINGSTOKE Fisher's 2-3 Market
Place Tel: (01256) 24703
PORTSMOUTH (Waterloo) B
81-83 London Rd, (0703) 400
Tel: (0770) 84100
SOUTHAMPTON RJ Parker & Son Ltd,
11 West End Rd, Bitterne
Tel: (0703) 445026
SOUTHAMPTON L T C Ltd, 112 East St.
Tel: (0703) 333684
WINCHESTER Winchester Camera &
Computer Centre 75 Panchester St
Tel: (0962) 53862

HEREFORD

HEREFORD Melgray Hi-Tech Ltd,
49 Broad St Tel: (0432) 275377

HERTFORDSHIRE

BERNARDHAM Master Micro,
100-102 High St Tel: (051) 953 6368
HITCHIN Camera Arts Micro Computer
Division, 56A Hermitage Rd.
Tel: (0462) 53862
POTTING Barn The Computer Shop,
49 High St Tel: (0707) 44417
ST ALBANS HARTLEY Clavis Computer
Centre, 14-16 Halfway Hill
Tel: (0753) 24900
STEVENAGE D J Computers, 11 Town
Square Tel: (0438) 65501
STURBOURN SRS Micro Computers, 94 The
Parade, High St Tel: (02932) 26602
WELWYN GARDEN CITY J Computers, 40
Welwyn Way Tel: (07572) 28435/28444

HUMBERSIDE

BEVERLEY Computing World, 18 Swadley's
Yard West Lane, Tel: (0482) 881831
BRIDFORD J. Johnson Ltd, 22 Fringford
Road, Enderby Tel: (0747) 420311
HULL The Computer Centre,
26 Ansdry Rd Tel: (0482) 26297

ISLE OF MAN

DOUGLAS 1 G Cliffside Ln,
57-61 Victoria St Tel: (0624) 3482

ISLE OF WIGHT

COWES Bekim & Son, 15 Bath Rd
Tel: (0983) 297181

KENT

BECKENHAM SQA Computers, Ltd, 425
St Andrews Rd Tel: (0181) 6561369
BRADSTAIRS Video View, 19/20 Willow
Court St, Peters Pan, Tel: (0843)
63284, Epsom, Surrey, (0438)
BREMLEY Computers Today, 31 King
St Tel: (0181) 259 5052
DOVER Kent Phones & Computers, 4 Market
St Tel: (0204) 202020
SEVENOAKS Marshall Computers &
Cameras, 3 Windmill St Tel: (0474) 65830
RAINHAM Mowbray Computers, Ltd, 39
St Michaels Way, Tonbridge
Tel: (0634) 376703
SEVENOAKS United Family Computers,
Dartford Computer Computers Plus, 65 High
St Tel: (0474) 25577
TONBRIDGE Wells Modesta Computers Ltd,
28-30 St Johns Rd Tel: (0980) 41555

LANCASHIRE

ACCINGTON TV Computers,
104 Abbey St. Tel: (0254) 36521/20611
BLACKBURN Tempus Computers, 9 Railway
St Tel: (0204) 691333
BURNLEY IWO Computer Centre, 39/43
Stanley St BR11, NAP Tel: (0282) 54299
BURY (Lancs) Micro-North, 7 Broad St.
Tel: (061) 767 5764
PRESTON Windings, 49 Fishergate
Tel: (0772) 556250

LEICESTERSHIRE

MARKET HARBOURHEAD Harbourough Home
Computers, 7 Church St.
Tel: (0585) 63056

LINCOLNSHIRE

LINCOLN M4D Computers, 24 Newlands
Tel: (0522) 25967

LONDON

88 Piccadilly, 85 High St, North, East Ham
Tel: (01) 472 8941
137 Epsom Computers Ltd, 125 High Street
Walthamstow, Tel: (01) 520 7763
EC1 Photo: Computer Centre, 15, 47
Tottenham Court Rd Tel: (01) 251 8635
EC2 Divison Computer Centre, 155 Moorgate
Tel: (01) 638 3203/1830
N14 Logo Sales, 19 Broadway, The Bourne
Southgate, Tel: (01) 882 4942
N20 Castlehead Ltd, 1291 High Rd
Tel: (01) 446 2286
NW4 De Vico Computer Store, 112 Brent
St, Hendon Tel: (01) 202 2272
SE1 See Gowers & London Bridge Way
Tel: (01) 403 1688
SE9 Square Deal, 377 Forest Rd, Leyton
Tel: (01) 859 1516
SE15 Castlehead Ltd, 1525 Rue Lane,
Peculiar, Tel: (01) 639 2205
SW5 SMC Maths 264 Earts Court Tel: (01)
723 458/3333
SW10 Buffer Micro Shop, 331 Shearman
Hill Tel: (01) 726 2687
SW19 Emsart, 31 High St, Wimbledon Tel:
(01) 947 7678
W7 Computers of Wignote St, 87 Wignote
Tel: (01) 559 52490
W10 P&H Photo & Computers, 92-94 Regent
Way Tel: (01) 437 0181
W11 Same Photo & Micro Centre, 256
Tottenham Court Rd, Tel: (01) 580 5826
W2 Devon, 4 Equinox Rd
Tel: (01) 724 2751
W7 TK Electronics, 111/13 Boston Rd,
Hamlet, Tel: (01) 579 2842

MANCHESTER

BOLTON Widling Ltd, 23 Deansgate
Tel: (0204) 33512
MANCHESTER Lomax Ltd, 8 Exchange St
Tel: (061) 251 251
ST ANDREW'S Johnstone Ltd, 8-12 Gifford
St Tel: (061) 832 6167
OLDHAM Home & Business Computers Ltd,
54 Yorkshire St Tel: (061) 6331608
ROCHDALE Home & Business Computers,
25 Yorkshire St Tel: (0706) 34465
SWINTON M Micro-Ad, 49 Partington
Lane Tel: (071) 728 2282
Lanc Night Friday
WIGAN Widling Ltd, 11 Menzies St
Tel: (0942) 44382

MERSEYSIDE

BIRKENHEAD Fairs Camera & Hi-Fi, Dacre
Hill, Rock Ferry, Tel: (051) 645 500
LIVERPOOL Thompson Computers Systems,
46 Penryn Rd Tel: (051) 342 7514
HUTTON Ian Houghton 5 Maitland Way
Tel: (051) 889 570
LIVERPOOL Beaver Radio, 20-22 White-
chapel Tel: (051) 709 9898
LIVERPOOL (Liverpool) Hargreaves, 317
Waterloo Way Tel: (051) 525 1782
SOUTHPORT Computer Computers, 57 Lord
St Tel: (0754) 51861
ST HELENS Studio SS, 55 Ormskirk St
Tel: (0744) 394396

MIDDLESEX

EDGWARE G4 Photographs & Computers
108 High St Tel: (061) 951 1000
HARROW Camera Arts, (Micro Computer)
Deveney 42 St Anns Rd
Tel: (01) 427 5469

STAINES Spathe Micro Systems, 12
Kingston Rd Tel: (0784) 55639/55554
TELDONITE Andrew, 804 St
Tel: (01) 927 4716
TRETTON C & K Computers, 7 Windsor St
Tel: (0855) 51815

NORFOLK

FAKINHAM Festive, 12 Norwich Rd
Tel: (0320) 13319
NORWICH Sound Marketing, 52 St
Benedict St Tel: (0603) 66725
TRETTON C & K Computers, 21 Goshall St
Tel: (0643) 61445

NORTHAMPTONSHIRE

NORTHAMPTON Dorman, 23 Prince's Walk
Grosvener Centre Tel: (0604) 37031

NOTTINGHAMSHIRE

NOTTINGHAM Jucilis Computers, 13
Middlegate Newark Tel: (03026) 72594
WOLFRUP Computers, 132 Bridge St
Tel: (0506) 472248

NORTHUMBRIA

MORPETH Teletronic 31 Newgate St Tel:
(0665) 513 537

NORTHWEST IRELAND

BELFAST Arthur Hobson Ltd, 37 Great Victoria
St Tel: (0232) 246326
PETERHEAD Peddies, 16 Market St
Craigavon Co Antrim Tel: (0232) 332625
PETERHEAD Foley Computer Systems,
2 Bishop St Tel: (0504) 268327
NEWRY Newry Computer Centre, 34
Munagh St Tel: (0653) 66545

NORTHUMBRIA

MORPETH Teletronic 31 Newgate St Tel:
(0665) 513 537

OXFORDSHIRE

ABINGDON Van Fields Computers, 27 Sturt
St Tel: (02235) 21207
BARNSTAPLE Computer Plus, 7 Church Lane
Tel: (01865) 52490
OXFORD Van Fields, 7 St Ebbes St
Tel: (0865) 247682

SCOTLAND

ABERDEEN North East Computers, 1-3 Eric
St, Perth Road Tel: (0779) 79900
Ayr Venns, 44 New Bridge St
Tel: (0292) 26124
DUMFRIES Venns, 71 English St
Tel: (0181) 54347
EDINBURGH The Silicon Centre,
67-A Argyll St Tel: (031) 557 4546
GLASGOW Venns, 134 Abay Street
Tel: (041) 221 8509
HAMILTON Tom Dickson Computers, 8-12
Carlisle St Tel: (0698) 26193
KILMARNOCK Venns, 49 Forgate
Tel: (0563) 32175
STERLING Camera Computers The
Psychology Tel: (0851) 3427

SHROPSHIRE

SHREWSBURY Computronics,
13 Cathedral, Tel: (0743) 60328
Telford Computer Village, 4 Halestone
House Telford Town Centre Tel: (0952)
566771

SOMERSET

TAUNTON Glynis, 1 St James St
Tel: (0823) 72986

STAFFORDSHIRE

STAFFORD Computronics, 59 Forgate St
Tel: (085) 41899
STOKE-ON-TRENT Computronics, 11 Mx
Square Area Hanley Tel: (0922) 268620
STOKE-ON-TRENT The Micros, 37 St
John Rd, Blakely Tel: (082) 511559

SUFFOLK

BURY ST EDMONDS Bury Computer
Centre, 11 Goshall St Tel: (0479) 44151
Tel: (0479) 705772

IPSWICH Brawley, 24 Crown St
Tel: (0472) 50965
LIMESTONE Cherry Computer Centre,
44 London Rd North Tel: (0552) 3742

SURREY

CAMBERLEY Camera Arts (Micro Computer)
Division, 36 High St Tel: (0707) 65488
CHERTSEY Cherry Computer Centre, 1
Windsor St Tel: (02326) 64663
EPSOM The Micro Workshop, 12 Station
Road Tel: (0772) 21533
NASLIMORE Haslemere Computers, 25
Juniper Rd, Apsle, Re Central
Tel: (0424) 54420
NEW ALDEN Surrey Micro Systems, 31
High St Tel: (01) 947 0478
RICHMOND Crest Computer Services, 6 Hill
St Tel: (01) 940 8635
WALLINGTON Surrey Micro Systems Ltd,
25 Watling St Tel: (0181) 647 5036
WORKING HOURS, 71-73 Commercial Way
Tel: (04852) 61061

SUSSEX

BREXILL-ON-SEA Computer Services, 22
St Leonards Rd Tel: (0424) 223340
CRAWLEY Gateways Computer Services, 62
Buckingham Rd Tel: (0291) 37942
LITTLEHAMPTON Open House Ltd, 39 High
St Tel: (09064) 56174

WALES

ABERDARE Iwan Computer Services Ltd,
29 Wat St Tel: (0485) 68126
ABERTYNTWYFFEL Aberystwyth at Gwynedd, 23
King St Tel: (0970) 615527
CARDIFF Randall, Cos, 18-22 High St
Aberystwyth Tel: (0222) 31960
LANCANSIDE Computer Services, 15
Dunlop St Tel: (0492) 75943
NEWPORT (Ewnt) Rural Centre, 118
Cardiff Road Tel: (0633) 67378
PENMAEN-MAENORHURD, 26 King St
Tel: (0484) 88276
REGLA Regal, 11 Roberts, 26 Regal St
Tel: (0578) 38404/38452

WARWICKSHIRE

HUNTELY Micro City 14 Queens Road Tel:
(0202) 382049
HUNTELY Suggs Micro Computers, 9-11
Regent St Tel: (0788) 70572

WEST MIDLANDS

BIRMINGHAM Sherwoods, 61 Western
Avenue Tel: (021) 226 2121
COVENTRY Greens, 22 Market Way
Tel: (0203) 26342
DUNDELL Computer Computers, 35 Church
Hill Tel: (0246) 23616
WEST BROMWICH Bell & Jones, 39 Queens
Square Tel: (021) 553 0820

WILTSHIRE

SALISBURY Whymark Computer Centre, 20
Midland St Tel: (0732) 36688

WORCESTER

KIDDERMINSTER Central Computers, 20-21
Blackwell St Tel: (0562) 748491
KIDDERMINSTER Home & Bureau Ltd, 14
Marmion House High St Tel: (0905) 27551

YORKSHIRE

BRADFORD Erricks, Fostonhouse House
Square, Tel: (0547) 309246
BROCKFORD Home & Bureau Ltd, 14
Sunny Day St Tel: (0524) 453300
DONCASTER The Self Centre 8 Queens-
gate Wakefield Centre Tel: (0202) 70000
Huddersfield Richards (Formerly)
Laurens 12 Queen St Tel: (0484) 25334
HULL Computers, 26 Ansdry Rd
Tel: (0482) 26297
LEEDS Bate & Bate, 4 Lower Bridge
Tel: (0532) 47551
YORK York Computer Centre, 7 Stonegate
Avenue Tel: (0904) 641862

KOSMIC KANGA

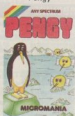


Tutankhamun



48K Spectrum

Pengy



16K/48K Spectrum

Invasion Force



48K Spectrum plus stack SLR

KOSMIC KANGA, a multi-screen, amazing, arcade standard original action game. Featuring superbly animated graphics and packed full of arcade features. Help **KANGA** find his space ship so he can return home to his planet. Leap about buildings, trees, clouds etc., pick up bonuses and throw boxing gloves at the enemies.

Keyboard or most joystick. **48K SPECTRUM** for most other Computers soon.

ONLY £5.95 EACH

Available from most good software retailers. If your local software retailer is out of stock, send cheque/P.O. to Micromania, 14 Lower Hill Rd., Epsom, Surrey, KT19 8LT., and we will send your order by first class post free.

MICROMANIA

DEALERS: PHONE MICRODEALER UK 0727 34351 OR MICROMANIA (03727)20152

At last... A REAL FLIGHT SIMULATOR!

Solo FLIGHT

ATARI Commodore 64

- Extensive flight manual including Basic Flying, Instrument Flying, Maps and Charts.
- Three geographical air navigation areas each with multiple airports and multiple runways.
- Dual Radio Navigation (VOR) and Instrument Landing System (ILS).
- On screen flight path review between flights.
- Multiple Landing Approach Charts and Design-your-own approach feature.
- Take-offs and Landings under all weather conditions.



- Cross-Country Navigation via Landmarks, VOR Stations and Dead Reckoning.
- Emergency Procedure Practice.
- Air Mail delivery game to test your flying skills.
- Landing ratings for smoothness and speed.
- For all ATARI computers, COMMODORE 64 Disk and Cassette.

£14.95

SOLO FLIGHT is an advanced simulation that uses realistic three dimensional terrain graphics, actual configuration instrument panel, multiple air navigation maps, and accurate aircraft performance characteristics to provide the challenge, thrill, excitement, and joy of the flight experience.

SOLO FLIGHT is a quality product from MicroProse Software



THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores including:



WHSMITH

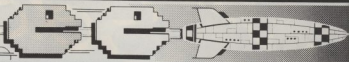
DEALERS! For information on how to become a U.S. Gold Stockist write to: Centresoft Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH. Telephone: 021-520 7591. Overseas enquiries welcome.

U.S. GOLD

All American Software



G·A·M·E·S N·E·W·S



THIS AIN'T NO SOFT SOAP!

DALLAS

That double dealing, scheming little toad, known to millions as J. R. Ewing, has got his finger into one more lucrative pie—computer software.

The enormous popularity of soap operas here, and more especially in America, made the release of a computer game based on the script of a famous TV series a certainty.

Dallas is the first soap to undergo the transfer to a micro. It has been authorised and thoroughly vetted by Lorimar, the programme's producers, to make sure it matches up to *Dallas*'s glamorous image.

The game is a graphical adventure and begins in the living room in South Fork ranch. The game is heavily biased towards graphics and the manufacturers claim that anyone can play *Dallas* successfully, even if they have had no previous experience of Adventures.

Geoff Brown, of Centrosoft, is also optimistic that the game will encourage more women to get involved in computers.

Dallas will be available from Centrosoft in late June for the Commodore 64 plus disc drive, and will cost £11.95.



HORROR SPOOF OR A REAL VIDEO NASTY?

EVIL DEAD

That controversial film, *The Evil Dead*, provides the plot for a new Commodore 64 game which will go on sale this month.

Nineteen-year-old director, Sam Raimer, scored a hit with his horror spoof which was unique in that it was the first film ever to be released simultaneously in the cinema and on video.

Palace Software, the company behind *The Evil Dead*, say that the game sticks closely to the plot of the film which tells of a group of teenagers who get turned into crazed killers by the forces of evil.

Palace spokesman, Pete Stone, told C&VG that: "The game contains no sex". The more horrific parts of the film have also been left out—these include limbs being bitten off by monsters and a rape scene.

Stone is ready to meet the criticism which he expects when the game is launched. "I don't believe it will make the kids want to see the film—and even if it did, they wouldn't be able to as it is 'X' rated".

A spokesman at Mary Whitehouse's National Viewers and Listeners Association said they would reserve comment until they had seen the game, although they were concerned that the Bright Bill—that seeks to ban video nasties—did not specifically include computer games in its terms of reference.

One effect of *The Evil Dead* is that computer games may now have to be submitted to the censors.

Any attempt by the government that would impede the software houses is likely to be strongly opposed by the companies who have been lobbying heavily for government help in the fight against piracy.

Rod Cousins, speaking for the game makers association, G.O.S.H., said "it is a licensed product and so cannot be affected by the Bright Bill".

The game will cost around £8 and will be available on the Commodore 64.

TAKE A NEW LOOK AT ULTIMATE

SABRE WULF

Ultimate Play the Game, the makers of *Jet Pac* and *Atic Atac*, are in the last stages of producing a brand new range of software for the 48K Spectrum and Commodore 64.

Sabre Wulf is the first game in this series of software that promises to put all their present games in the shade.

Ultimate have been very quiet for the past few months—it has been almost six months since they launched *Atic Atac*. This inactivity has led to much speculation on the direction the company would be taking in the future.

The company are as tight-lipped as ever about their new games except that the Spectrum software will have new packaging, sell for £9.95 each and, according to an Ultimate spokesman, be "a gigantic leap forward in game entertainment".

It also seems likely that Ultimate software for the Commodore 64 will soon be in the shops. *Pac*, that the evergreen favourite, *Jet Pac*, will be thrilling 64 owners, too.

WIN YOURSELF A COSMIC CRUISE!

COSMIC CRUISER

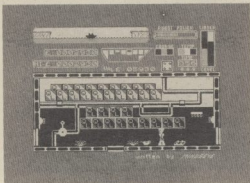
The latest game for the Spectrum from Liverpool's Imagine Software is set in deep space on a besieged space station.

A raiding party from the nasty Rallom Empire has taken over the space station and you as pilot of an outdated Cosmic Cruiser have to set off on what could turn out to be a suicide mission. You are ordered to save the space station crew at all costs.

Using your laser cannon, you have to blast open the space station's airlocks and then, by



G·A·M·E·S N·E·W·S



ALL AT SEA

WORSE THINGS HAPPEN AT SEA

Silversoft have come up with an interesting idea for their new game — a ship simulation.

The title is not exactly short and snappy. *Worse Things Happen At Sea*, but, judging from this screen shot, the game looks like no sea dog.

As captain of the battered SS Sinclair, you have to get your vessel from port to port picking up and putting down various cargoes.

You set off with nothing more to worry about than a slightly damaged hull, though lots more problems soon beset you.

The cargo can easily be damaged by water so you have to make good use of your pump, as all spoilt merchandise will be deducted from your profits.

The more damage you sustain, the more crew you will have to hire or, C. Droids, as they are known in this game.

Other problems like getting blown off-course, the engine overheating and a looming reef all add up to make this a nightmare on the high seas.

Worse Things Happen at Sea runs on the 48k Spectrum and is available now at £5.95.

using your space suit's body propulsion unit, you have to leave the relative safety of your ship, rescue the floating crewmen and bring them back to the ship.

While helping the poor old crewmen back to safety, you must make split second decisions as the Ralliom fighters attempt to prevent your rescue bid.

If you use your hand laser, the blast will blow the crewmen back into space. If you wait until you can reach your ship-board laser cannon, it may be too late!

When you first arrive at the station, you must be careful which airlock you blast—otherwise you could find yourself face to face with a bunch of Rallioms! They lurk behind the hatches as well as imprisoned crewmen just

to confuse you completely.

You can play the game using keyboard or joystick. There are several levels of play and a "Roll of Honour" feature so you can enter your hi-scores.

Cosmic Cruiser was the brainchild of Imagine's Dave Lawson but was programmed by Chief Engineer, Steve Lavache. It's Steve's first major programming project for Imagine. Watch out for a review of the game in forthcoming issues of C&VG.

In the meantime, *Cosmic Cruiser* is the latest in the series of free offers which our friends at Imagine like to put your way. Take a look at our competition pages and you'll find the form to fill in. If you are lucky, a free copy of *Cosmic Cruiser* could be yours.

YET MORE MONSTERS FOR MINERS

MATTY

After their success with *Manic Miner*, Bug Byte has come up with a sequel to rival Software Projects' *Jet Set Willy*, called *Matty Goes Mining*.

Bug Byte has long wanted to produce a follow-up to *Manic Miner*. But up to now they have been unable to do so since the departure of Matthew Smith, the author of *Manic Miner* and *Jet Set Willy*.

The new game is loosely based on the original Spectrum program but makes use of the 64's more advanced features and larger memory size. Consequently,

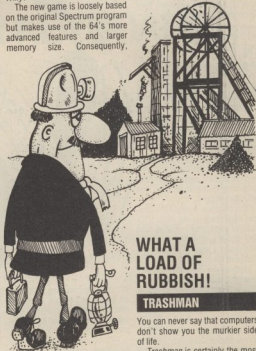
teenager trying to escape the depressing round of job centres and dole queues.

Both games will be available in early June. *Matty Goes Mining* will cost £7.95 and *Hampstead* £5.50 for the Spectrum version.

Software Projects are, at this moment, working on a Commodore 64 version of their chart-topping game, *Jet Set Willy*.

Not satisfied with cramming all the 60 levels of the Spectrum game into the 64, they've added four more screens and ironed out a few bugs.

The company hope to avoid the delays that plagued the first program and are confident that the game will be on sale in late July.



WHAT A LOAD OF RUBBISH!

TRASHMAN

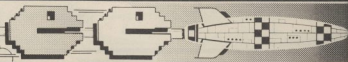
You can never say that computers don't show you the murkier side of life.

Trashman is certainly the most down to earth game I have ever heard of. Instead of hurtling through the galaxy, you can hump heavy dustbins full of rubbish along suburban avenues.

The game will certainly convince you that collecting rubbish is skilled work.



G·A·M·E·S N·E·W·S



Walking on the grass loses you points, causes a few anguished screams from the owners of the houses and gets you a dressing down from your supervisor.

You will have to be nimble on your feet, too, to keep on the paths and dodge the traffic when you dump the rubbish in the dust cart and while crossing the road to more houses.

If you are too clumsy, and persist in walking on the newly cut lawns, the occupiers are likely to set their ferocious dogs and cats on you — and you will never be able to finish your shift.

Trashman is available for the Spectrum and the Commodore 64 and can be obtained from New Generation Software.

IT'S ALL IN THE COOK BOOK

COMPUTER COOK BOOK

Bug Byte, one of Liverpool's leading software houses, has produced one of the most novel and practical programs for the Spectrum to date.

The *Computer Cook Book* contains a set of programs that help you select an appropriate meal according to the ingredients that you have at hand.

The program chooses the recipes depending on the cost, difficulty of preparation, cooking time and country of origin — and will also select a wine to complement the food.

Cooking for an army wouldn't prove too much of a problem — it can work out the right amounts of each ingredient for up to 200 people, in metric or imperial weights.

The *Computer Cook Book* comes on two cassettes. The first is for one-off recipes and the second plans menus for dinner parties or large meals.

Fanny Craddock could have endless fun with this!

The *Computer Cook Book* is available from Bug Byte Software for the 48K Spectrum and costs £9.50.

THE KEY TO SOFTWARE PROTECTION

BUZZARD BAIT

A revolutionary new anti-piracy system has been launched for the Dragon 32, with versions promised for the Spectrum and Commodore 64 in the near future.

Buzzard Bait is the first commercial game to be released with a hardware add-on, or software key as the makers Microdeal call

This innovation should go some way towards appeasing the software houses in their clamour against software piracy.

THIS WILL DRIVE YOU BATTY!

3D BAT ATTACK

A brand new company, Cheetahsoft, has launched two new titles for the ZX Spectrum.

game set in Europe. In *Conquest* you play the part of a power-hungry emperor of a small Mediterranean country, hell bent on ruling the entire continent.

Your aim is to gain a hundred squares of territory as quickly as possible. Other rulers and underground guerrillas battle relentlessly to murder you and bring your empire to its knees.

Plagues and civil wars occur with frightening regularity. Only the toughest and most ruthless player can hope to win.

3D Bat Attack and *Conquest* are available from Cheetahsoft for the 48K Spectrum in early June and cost £6.95 each.

MASTER OF THE MARTIAL ARTS

BRUCE LEE

Games players may soon be able to award themselves a black belt, but only if they manage to master Datasoft's new video game, *Bruce Lee*.

Bruce Lee, the all-time master of the martial arts, has been resurrected to star in a new all-kicking, all-screaming game for the Commodore 64.

As *Bruce Lee*, you must penetrate the palace of the evil Wizard and claim his accumulated fortune. If you succeed in your mission, eternal life and unbelievable wealth will be yours. If you fail — well, we don't like to say.

The Wizard is far too wise to face your mighty fighting power alone, and he sends two of his most valued servants.

Ninja is trained to use a fearsome array of deadly weapons and Yamo is a green giant whose amazing power can crush bones, seemingly without any effort.

Over 20 different graphic locations must be conquered before you come face to face with Wizard and his awesome magical powers.

Bruce Lee will be available for the Commodore 64 in mid June and costs £9.95 for cassette and £11.95 for the disc version.



it, to prevent copying. The add-on, known as a dongle, is inserted into the joystick port during loading and then removed before the player begins.

Although the program can still be copied, allowing the owner to make back-up tapes for their own personal use, they will not work without the magic dongle — and that can't be copied.

One small fact about *Buzzard Bait* may interest you — it is in fact an exact copy of the arcade game *Joust*.

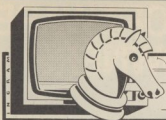
The first is a rather novel three dimensional maze game called *3D Bat Attack*. The program places you inside a maze where you must gather up the blocks of gold that have been littered around the passageways.

The whole time a pack of vicious and bloodthirsty vampires are trying to track you down in a corner of the maze.

The second is a strategy war

A photograph of a custom keyboard layout. The keyboard features a variety of function keys, including 'ESC', 'F1' through 'F12', 'DEL', 'HOME', 'END', 'PGUP', 'PGDN', 'F13' through 'F24', and 'F25' through 'F36'. The keys are arranged in a grid, with some keys having multiple functions indicated by small icons. The keyboard is black with white text on the keys.

CGA3



G·A·M·E·S N·E·W·S

THE PRIZE

More prize money up for grabs this month with the launch of *The Prize* from Arcade Software.

Five Gs will go to the first person to get to the last level in this maze-chase game. It's a scrolling type maze similar to *Splat*, measuring seven screens by seven screens.

Each of the four levels contains an energy base which gives you temporary immunity from the nasties who are out to stop you getting your hands on Arcade's £5,000.

A spokesman from Arcade told me that the nasties in the final stages of the game are "maniacal"—so you'll need to be a real maze-master to pick up the cheque in this game which is on sale now at £5.50.

If your skills lie more in the design than in the playing of computer games, then you may be interested to learn that Melbourne House has extended the deadline in their £3,000 design-a-game competition.

To pick up the prize money, you have to design a game using Melbourne's new games designer tape—H.U.R.G.

You can pick up a H.U.R.G. for £14.95 and the organisers say they are looking for originality and excitement in the winning game. All entries must be in by June 31st.

THE SECRET OF

PANDORA'S BOX

Commodore has backed up its already large range of software with some excellent new games for the 64.

The first of the five games is called *Pandora's Box*, which is based on the ancient myth of a young woman who opened a secret box and freed all the evils which now plague mankind, or so the legend says.

In the game, you play the unfortunate Pandora who, having opened the box, realises her mistake and frantically tries to keep the monsters inside by hitting them as they reach the edge of the box.

On a lighter note, *Punchy* is

Commodore's version of *Hunchback*, but instead of Quasimodo, the characters of the game are taken from the seaside puppet show, *Punch and Judy*.

You play the part of the policeman trying to rescue Punch's long-suffering wife, Judy, whom he has kidnapped. The policeman must jump across holes and swing across crocodile-infested lakes to reach her. But the mischievous Punch pops up regularly to try to foil his rescue attempt.

The three other games are *Humphrey*, a Q*bert-type game, *Little Icarus*, a graphical adventure game set in ancient Greece and *Mayhem*, a super fast maze game.

All the programs run on the Commodore 64 and cost £5.99 each on cassette or £19.95 for a disk containing all five games.

DESIGNER OF THE MONTH

Name: Dave Marshall.

Games: *Fighter Pilot*.

Born: Longeaton, near Nottingham, 1954.

Dave Marshall is not at all worried that his fledgling company is becoming known as the flight simulation specialists.

"When I speak to games players at computer fairs, they always want to know when the next simulation is coming out, not whether we are going to do anything else". Dave and partner, Rod Swift, are so committed to computerised flight that their next two products will also be flight simulations—to add to *Night Gunner* and *Fighter Pilot*.

With no less than nine flight simulations in the current NOP Top Thirty, it is difficult to fault Digital's commitment to this type of game.

Dave gave up a high-powered job with the Ministry of Defence, where he worked on computer flight control systems and travelled extensive-

ly, to set up Digital Integration.

"I have no regrets... I always wanted to have my own company. I am still friendly with the people I used to work with and I think they slightly envy me.

"I don't think about becoming fabulously wealthy. Rod and I worked for the first six months of Digital's existence without pay so that we could get the company off the ground. Our priorities now are to expand the company and take on more programmers".

Dave's first contact with computers came at Bath University where he studied systems engineering on a special MOD sponsored course. "It was just a terminal of a mainframe. My first real experience of micros was when I bought a kit computer in 1976. It was a very simple machine—made by National Semi Conductor—



you couldn't do much with it though I did manage to write a *Duck Shoot* program".

Favourite Food: *Pork in white wine sauce.*

Favourite Drink: *Southern Comfort.*

TV Program: *MASH.*


Computer Program: *Fighter Pilot, Death Chase.*

Countries Visited: *USA, Greece, Germany, France, Yugoslavia.*

Ambitions: *To run a very successful company.*

Pets: *Only my eighteen month old son—Stephen.*

Favourite Pop Groups: *Jethro Tull, James Taylor, Ralph McTell.*



HERO WANTED

To undertake seemingly impossible rescue mission deep within the bowels of the Earth. No pay. Long hours. Mind-bogglingly hazardous work. Precious little chance of survival. Interested?

Only real heroes need apply.

Designed by John van Ryzin
for the Atari 2600,
Atari home computers,
Colecovision, Commodore 64
cassette and disk.

H · E · R · O ·
 **ACTIVISION.**

H.E.R.O. is a registered trade mark of
Activision International Inc.

At £9.99 our games were a bargain...

At £6.99 they're a STEAL!!

COMPLETE THE ARCADE GAME

-FLIP THE CASSETTE-

SOLVE THE ADVENTURE



CBM 64

Quest For the Garden of Eden.
Travel back through time to stop Adam eating that apple!

By Brandon James

SPECTRUM 16/48

Jokers Wild.
Enemy aliens are capturing our souls with hypnotic cards. Stop them and save the human race!

By Nic Foul



DRAGON

The Emperor Must Die.
The corrupt Emperor must be eliminated and you have been chosen!

By Tyrone Howe



At £9.99 the critics were unanimous in their applause for our concept of arcade and adventure. 'A splendid idea...' HOME COMPUTING WEEKLY.

'Superb...' POPULAR COMPUTING WEEKLY.

'Great!' COMPUTER & VIDEO GAMES.

'Engrossing...' COMPUTER CHOICE.

'An absolute gem!' SOFTWARE TODAY.

What will the critics say now?

All at £6.99

Available from Boots and all good Computer Stores



CBM 64

The Sorcerer's Apprentice.
Find the right spell to halt the mischievous brooms!

By Stuart Barnes



VIC 20

Four Gates.
Rescue the humans from the catacombs of the Xzinon Ants!

By Simon Wickes

PHOENIX



Please supply:

... Now there isn't a CHOICE

Quest For the Garden of

Eden ☐ Jokers Wild ☐

The Emperor Must Die ☐ The

Sorcerer's Apprentice ☐ Four Gates ☐

Enclose a cheque/P.O. for:

Name

Address

PROGRAMMERS! Have you written any good software? Send it to us for assessment and details of our super royalty scheme.

Phoenix Software Ltd.,
Spangles House,
116 Marsh Road,
Pinner, Middx.
01-868 3353

Trade Enquiries
Welcome



TERMINAL

Terminal Software, Derby House, Derby Street, Bury BL9 0NW, Manchester, England. Tel. 061-761-4321



1 FRAK

MACHINE: BBC
SUPPLIER: Aardvark
PRICE: £7.95

Zalaga was a milestone in computer software, probably equal to the effect *Jet Pac* had on Spectrum games.

Aardvark's new game, *Frak*, is set to pull the rug from under the feet of the rest of Britain's BBC software houses. It is certainly true that there was a shake up—almost all the companies have been content to churn out the usual, barely mediocre, games tapes.

Fortunately, *Frak* should provide the kick in the backside that the BBC games producers desperately need to wake them up to the fact that their products haven't progressed in the last two years.

The most obvious and immediate difference between *Frak* and your average, run of the mill game are the graphics—frankly, they are incredible.

The game's programmer, Orlando, says the graphics are "the best ever on a home computer". I'm not one to boost a millionaire games writer's ego if I can help it but I'm afraid I have to agree with him.

As I said, the graphics are incredible, as is the animation of

the little caveman you control. He actually looks like he has joints in his legs.

The aim of *Frak* is to help Trogg, the caveman, to climb across logs and rock ledges and up and down ladders in search of enough golden keys to open the gateway to the next adventure level, which has yet to be reached by anybody—including the programmer himself.

A whole array of monsters and traps await our loinclothed hero. Bouncing balls and daggers drop from higher up the cliff face onto Trogg and huge pink monsters perch on the ledges, blocking his progress to the next level.

Trogg has a secret weapon up his fur skin, though—a yellow yoyo—which he uses with deadly accuracy to knock the monster off the cliff face.

My only criticism of the game is that occasionally the caveman doesn't jump when you want him to and he invariably falls off the ledge. It is very frustrating having to start from the beginning again.

But this small fault won't stop me placing *Frak* in my top five favourite games.

● Getting started	7
● Graphics	10
● Value	8
● Playability	9

2 HEIST

MACHINE: BBC
SUPPLIER: Softspot
PRICE: £7.95

Bags of loot, time bombs, cups of tea, hammers and a panting, frustrated bank manager make up the unlikely ingredients of *Heist*, one of several new games from Softspot.

Heist is yet another in a long series of climbing games which are at present bombarding the market though it is a far cry from the fast, addictive and original *Transistor's Revenge*, also from Softspot.

That point aside, *Heist* is the story of a bank manager who is just about to close up the bank at

money he has collected so far.

In a fit of madness, one of the robbers lights a time bomb—tick-tock, tick-tock. The manager rushes to the top of the building to defuse the bomb before it can blow his beloved bank and everyone in it to smithereens.

One feature which is very similar to *Donkey Kong* are the hammers which can be used to lay out the robbers. The cups of tea appear at random to refresh the poor man as he rushes up and down to the vault.

Each level is connected by a series of ladders, with all the money on the higher levels and the vault in the basement. The game can become very tedious, though, as the bank manager can only carry one bag at a time so he has to make several trips.



the end of the day's trading when—CRASH!—four hefty thugs burst into the bank on the lookout for some easy loot.

Money bags litter the ground on all levels of the bank, so there is only one thing to be done. The bank manager must trundle around collecting the bags to stash in the vault.

Now these are no ordinary robbers—instead of disappearing with the rest of the loot, they chase round madly after the manager trying to cut him off from the vault so that they can steal the

After he has safely stashed the money away, a new day and a new screen begins. As the game progresses, the robbers chase more intelligently, there are more money bags and the going becomes a lot harder.

The controls are very simple to master and a very apt tune plays throughout—if I Were a Rich Man!!

● Getting started	8
● Graphics	7
● Value	6
● Playability	6

R·E·V·I·E·W·S



3

TRIAD

MACHINE: C8M 64
SUPPLIER: Livewire
PRICE: £8.95

Space Invaders seems to be making a comeback in Livewire's latest game. Although the game has been given a few novel twists, there are still remnants of the old classic in there.

This is a standard shoot-'em-up game but someone has tried to add 3D effects. And failed.

The story goes that galactic hyperways have been built to allow transport between distant stars, but the transports are attacked, without warning, by the Triad.

Your job is to save the galaxy and you do this in two stages. First, you must destroy the Triads and then clear a path through the asteroids for the transport ships. Your sole weapon in helping to bring about galactic peace is your laser gun.

The first screen asks you to destroy the Triads. They group themselves, invader-like, in the distance and every couple of seconds one of them will break away from the group and come towards you.

If you don't manage to destroy it, then your shield will suffer damage and its rating will decrease by around 15%. Too many hits and your shield will be totally destroyed and you lose a life.

It took me some time to get used to this game. Although the game allows joystick control, it's still not easy to play. Everything moves very fast. This doesn't make the game any more exciting, though, just fast.

Once you've destroyed the Triad, your final task is to clear a path through the meteor storm. Large meteors hurtle towards you in real imitation 3D and you have to give them a quick blast of your laser before they get near enough to blow you to pieces.

It took me about an hour to get to this stage and, feeling duly pleased with myself, I waited for the next task. But, despite being

promoted to a novice, not a lot happened. The first screen repeated itself and the game was no different.

Although not too playable, the game does have some clever features.

The sound effects are quite good—it plays Toccata, by Bach, while you're blasting away which helps relieve the boredom of the actual game.

Control is through a joystick or the keyboard. You can change the keys used if you wish by selecting one of the options from the large menu. This menu allows you to turn the tune off, select difficulty levels and select one or two player game.

All things considered, I've seen far better on the 64. The graphics are adequate but the 3D is nothing spectacular.

● Getting started	8
● Graphics	7
● Value	6
● Playability	6

4 3D SILICON FISH

MACHINE: Vic-20
SUPPLIER: Thor
PRICE: £5.95

Well, I don't know quite where the 3D in the title fits in with this maze-type game—there's certainly not much about the game that's three-dimensional, apart from the box it comes in.

Still, despite that, *Silicon Fish* isn't a bad game. You play the part of an android mercenary, Sillo, who has to zap out to a far-flung part of the universe where there is a vast supply of silicon. Earth is running short you see and needs supplies of the stuff urgently.

You'll find yourself in a maze with what can only be described as ponds dotted around it. Scrolling along in these ponds is the silicon which you are after.

You must position your fisher cat alongside one of these ponds and fire an interceptor which collects the silicon and adds to your score.

Meanwhile, around the maze,

nasty exploding things are happening. Random blasts fill up the corridors and, if your ship is in the way, then Sillo is reduced to tiny atomic particles!

There are five stages to the game and the action gets faster as you get better at collecting the floating silicon.

Not a bad game for the unexpanded Vic—but *Silicon Fish* is one of those games that leaves you a bit dissatisfied and longing for a good shoot-'em-up!

You can play the game using keyboard or joystick by the way—but joysticks are more fun!

● Getting started	8
● Graphics	6
● Value	5
● Playability	5

5 ANTICS

MACHINE: Spectrum 48k
SUPPLIER: Bug Byte
PRICE: £5.95

Bug Byte's latest offering is the sequel to *The Birds and The Bees*.

You take the part of Barnabee, the bee, and your task is to fly round an ants' nest avoiding the nasties which lurk inside.

You must also rescue your partner, Boris, who has been caught by the nasties (ouch!).

There is a secret message hidden within the game and your ultimate mission is to discover its whereabouts and contents.

The game uses only three controls, but you can use a joystick if you wish. Bug Byte claims that the game is compatible with any joystick interface. Its method of control is slightly reminiscent of *Manic Miner*, once Bug Byte's pride and joy.

There is a number of screens which make up the nest and each has one or more exits on it which lead to another screen.

Two keys move you left and right and another is used to flap your wings which make you go up. Stop flapping to start falling to the ground.

The two quantities which you

must watch are indicated at the top of the screen by a bar of colour which varies in length. These are stamina and pollen. You start off with a full supply of stamina and no pollen. You lose stamina by coming into contact with a meanie and the length of the bar ticks away for as long as you touch one.

Pollen is found by landing on certain types of flowers. Your pollen supply is then boosted and you can set off in search of a different kind of flower which is in need of pollination. Landing on this type will deposit the pollen and prove a major contribution to your current score.

Spiders, though, love pollen and if one catches you it'll eat some. This will affect the number of points you get when you finally land and deposit your pollen on a poor unsuspecting little flower.

The top of the screen shows your current score, the high score and your rank in the table of high scorers.

Unlike most other arcade games, this one has a record of the top 50 scorers so you can watch your ranking climb from 51 to one as you play.

The sound effects in the game are great. It plays Bach's Toccata and Fugue in D Minor, as recorded a couple of years ago by John Williams' group, Sky.

● Getting started	8
● Graphics	8
● Value	8
● Playability	7

CODE NAME MAT

MACHINE: Spectrum 48k
SUPPLIER: Micromega
PRICE: £5.50

Complex strategy games like *Code Name MAT* are becoming even more popular by the minute—and they are becoming even more difficult to master.

Code Name MAT is reminiscent of Atari's *Star Raiders*, combining the shoot-'em-up action of *Galaxians* and the strategy decision-making of chess.

The game begins by asking



Getting started: This not only covers how easy it is to load the game, but also how good the instructions on the cassette inlay are. A low mark means the game takes ages to load and the manufacturer hasn't bothered to tell you just what that fuzzy green thing in the corner of the screen is!

whether you wish to be a pilot or a commander and which of three levels of difficulty you want to play. Actually starting to play the game is a daunting experience—over ten keys are used to control your space ship during the game. You have been chosen to control the Earth's most fearsome space craft in a last ditch effort to win the war against the invading Rigelians. Equipped with long range scanners, warp engines and photon torpedoes, you must eliminate the aliens from each of the solar system's sectors.

To do the game justice, this review would have to run for some pages and involve several weeks' reviewing on my part. One thing I have discovered about the game is that it would probably be the best £5.50 you could spend on your Spectrum.

● Getting started	6
● Graphics	8
● Value	9
● Playability	8

CORE!

MACHINE: Texas TI-99/4a
SUPPLIER: Christine Computing
PRICE: £4.95

Poor Texas owners are having a hard time finding software for their now redundant micro. However, even if you are desperate for a game to play, you should steer clear of *Core!*

Steering is the object of the game. You have to steer a space craft through various hazards—the sky and a cave system—to reach the planet's core. You get a high score read-out after the end of each game but you only get one life.

The game is written in TI Basic—and it shows. The scrolling movement of the screen is slow and jerky and all the graphics are in stunning black and white. The theme of the game is extremely old and very boring.

We reckon you'd do better to program in one of the listings you'll find in *C&VG* and save your money.

Oh yes, while we are at it, the packaging is not that great either. There are no instructions at all on the cassette inlay—just a blank space.

However, the game instructions included in the program are pretty comprehensive, although the spelling is not that great—for example, "plains" when the programmer means "planes". I ask you!

● Getting started	4
● Graphics	1
● Value	0
● Playability	1

GHOULS

MACHINE: BBC
SUPPLIER: Program Power
PRICE: £7.95

Miner 2049er has spawned a whole family of lookalike games of which *Manic Miner* is the best known and most competent copy of the original.

The software industry has always been quick to pinch a good idea and then fling it to death for the next six months. *Galaxians* and *Donkey Kong* are classic examples of software houses' readiness to rip off and rehash old games claiming that this is what the public want.

Ghouls from Program Power is a blatant copy of *Manic Miner*. Needless to say, the program isn't up to the standard of Bug Byte's original game. That is not to say the game is unacceptable—hundreds of tapes like it pass through the *C&VG* office every year—but I think it is time software companies stopped feeding off the ideas of the few creative people in the industry.

It is unbelievable that software producers can cry wolf over software piracy when they are merrily churning out the 86th copy of *Donkey Kong*—and they wonder why business is bad!

Program Power are by no means the worst offender. They would no doubt protest that BBC owners are crying out for a climbing game based on *Manic Miner*. I

would argue that the public has very rarely been given the chance to choose.

Ultimate are one company that have given computer owners an alternative, and they have responded by making each one of Ultimate's games a best seller, as well as nominating them for every category in the *C&VG* Golden Joystick Awards.

I haven't said much about the game *Ghouls* in this review. That is because very little needs to be said except that it's a second rate rip off.

● Getting started	6
● Graphics	6
● Value	4
● Playability	3

DEMOLATOR

MACHINE: BBC
SUPPLIER: Visions
PRICE: £6.95

Demolator is the best game yet to roll off the production line at Visions Software Factory.

You control a droid in a scrolling maze full of nasties. The action takes place aboard the BS Quinn Battlestar which is transporting the last survivors of an attack on Earth to safety across the other side of the galaxy.

The Demolators have penetrated the ship's defences and are exterminating its human cargo. Your robot is armed with a laser gun with which he must blast the aliens.

Three types of nasty must be dealt with in the game's 24 levels. Easiest of these are the Minors who must be blasted before they turn into stationary, though deadly, mines.

Slightly tougher are the Protectors who move around and whizz bullets at you. Toughest of all are the Trackers who home in on your droid with deadly precision.

Also dotted around the ship's maze-like structure are several fuel dumps which you have to touch for bonus points.

I enjoyed this game. It's not terribly original—combining elements of *Berzerk* with a standard

shoot-'em-up—but it is surprisingly addictive and well executed, with good speed and graphics.

In the shops now for the BBC model B at £6.95.

● Getting started	5
● Graphics	8
● Value	7
● Playability	7

Flight simulation programs are coming thick and fast for the increasingly popular Commodore 64, so we decided to take a look at a few...

PILOT 64

MACHINE: CBM 64
SUPPLIER: Abbex
PRICE: £7.50

Pilot 64 comes with some impressive credentials. It was written by a pilot, it is based on a real aircraft—the Leander 454—and you have to fly your simulated flight path around a simulated Norwich airport.

You must use the map displayed at the start of each game to fly a circuit around Norwich, negotiating various hazards—including a military air zone.

The instrumentation is the most impressive thing about this game—which has apparently been praised by pilots for its accuracy.

However, the readouts on the various instruments flash in an irritating fashion and make the whole panel difficult to read.

The instructions that come with the game are limited. I for one could have done with a bit more information on how to find the beacons I was supposed to be flying to.

Overall, *Pilot 64* isn't really in the same class as *Solo Flight* or *Flight 737* when it comes to playability. Pilots may like it but I'm afraid, for this reviewer, *Pilot 64* will remain grounded.

● Getting started	6
● Graphics	6
● Value	4
● Playability	4



AD ASTRA

**TO THE STARS!
FOR THE 48K SPECTRUM FROM GARGOYLE GAMES**

"SPACE IS DEEPER THAN YOU THINK..."

ONLY £5.95 EACH

**100% MACHINE CODE
ARCADE ACTION, FEATURING
GARGOYLE'S STUNNING
CARTOON GRAPHICS.**



AVAILABLE AT SELECTED
RETAILERS OR SEND COUPON
DIRECT GARGOYLE.

**DEALER ENQUIRIES WELCOME.
TEL: 021-236 2593.**

PLEASE **RUSH** ME _____ COPY/COPIES OF AD ASTRA,
I ENCLOSE CHEQUE/P.O. FOR £ _____ @ £5.95 EACH
POST AND PACKAGING FREE

Send this coupon to:
**GARGOYLE GAMES,
4 NORTH WESTERN ARCADE,
BIRMINGHAM,
B2 5LH.**





FLIGHT PATH 737

MACHINE: CBM 64
SUPPLIER: Anirog
PRICE: £7.95

Nice one, Anirog! This flight simulation puts you in the driving seat of a 737 which you have to pilot over a mountain range and land safely at your final destination—sounds simple, but it takes a lot of talent to do it just right.

You begin on the ground at an airfield and, just as in real life, you must taxi your aircraft onto the right runway ready for take off. Once you've found the runway, it's all systems go for a flight. Rev-up and blast along the head for the wide blue yonder.

Soon you are airborne and you have to watch your height—too low and you'll smash into the mountains. Then after a short cruise over the mountain range, it's time to come down to earth. If you land successfully, you'll get a score and a recommendation to proceed to the next skill level.

The graphics are not in the stunning class, but are more than adequate. The instrumentation is good and fairly easy to read. You also get a view from the pilot's seat too—a strip above the instruments shows first the airstrip as you take off, the mountains as you cruise over them and the landing strip as you come back down again.

At first I found it difficult to control the jet. You have to keep one hand on the joystick and the other on the keyboard to control speed, undercarriage and flaps etc. But with a bit of practice and a cool head you'll soon be flying.

The tape comes with a fairly comprehensive instruction leaflet—but it could be better. There is some really important information missing. For instance, the instructions don't tell you exactly how to get to your correct runway and take off. Once your jet is on the correct heading, you have to centre the heading indicator arrow again. It took me some time—and several bent 737s—to work out exactly what I was doing wrong!

That gripe aside, *Flight Path*

737 is a good simulation and has some of the best music I've yet heard on the 64. I sat for ages just listening to it! But please, Anirog, improve the instructions.

● Getting started	7
● Graphics	7
● Value	7
● Playability	7

SOLO FLIGHT

MACHINE: CBM 64
Atari range
SUPPLIER: MicroProse
PRICE: £14.95

Even better, MicroProse! *Solo Flight* is one of the new US Gold series available from Boots, W. H. Smith and Centrossoft. These are top games programs from the USA not seen before over here—just talked about in envious terms! *Solo Flight* is a flight simulation with a difference—you can actually see the aeroplane you are flying.

The graphics are pretty good. You get a display of the aircraft instruments, plus a head-up display of the aircraft itself as you take off, land and cruise through the air. The movement of the plane is really nice—with 3D effect when you bank and turn.

There are several different levels of game action. You can simply fly around over a variety of American states—landing and taking off at various airfields, get in some landing practice, experience instrument-only flying in thick fog—or go on a mail delivery run.

If you want to deliver mail, you must plan your route, take on enough fuel and make sure you reach the right airfields. In this mode, you are presented with a map of the state you choose to fly over and an itinerary of stops to drop off mail—which you can select before you begin the flight.

Once you've completed your mail run, you get a screen display of your flight path on the map of the state.

The game also features emergency procedure practice, variable weather conditions and a

"design your own approach feature".

Solo Flight comes with an extensive flight manual, maps and charts which all enhance game play. The aircraft actually behaves like a real aircraft should—or so I'm told!

This must be one of the best flying games around for the Commodore 64—and the Atari range. It's a joy to play and will keep flight fans amused for hours!

● Getting started	7
● Graphics	8
● Value	8
● Playability	8

BEAKY

MACHINE: Spectrum
SUPPLIER: Fantasy
PRICE: £5.50

Don't put all your eggs in one basket when playing this game as they're likely to be grabbed by a strange winged egg-snatcher.

Beaky and the Egg Snatchers is the latest release from Fantasy Software, the boys who brought us *The Pyramid*. You take the part of Beaky, a small white bird, and the game is all about looking after your eggs in a multi screen game.

Screen one has you plucking eggs from out of the mouths of egg snatchers. The eggs rest on a number of small platforms on the screen and the egg snatchers are swooping down and removing them. Your task is to apprehend the nasties in mid-flight with your gun. The egg will then fall from their claws and you must catch it before it hits the ground and ends up as an omelette.

Once you have an egg, you take it to the nest which is at the bottom of the screen where it remains until needed for the other screens.

You can collect up to nine eggs and you can quit this first level at any time as long as you have at least one egg.

Screen two is similar in layout to the first one.

Once you become a master at the first three screens then there are three more skill levels. The

Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

total of twelve screens has four egg-catching screens, four spinning disk ones and four with chicks.

Sound effects are in the game, including birdie noises and control is via a joystick or the keyboard.

This is a novel game. The graphics are good and some of the movement effects are quite clever.

● Getting started	7
● Graphics	9
● Value	8
● Playability	7

HUNGRY HORACE

MACHINE: CBM 64 48k
SUPPLIER: Melbourne House
PRICE: £6.95

Horace is one of the stars of computer games. Like Miner Willy, Cuthbert, and the Pi-Man, his latest games are looked forward to in the same way as the next instalment of the *Star Wars* or Rocky sagas.

Of course, it's all just a marketing exercise and the fact that these characters appear in a game should not be taken as a guarantee that the game is worth buying.

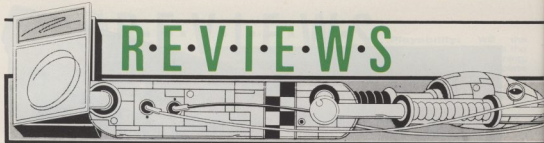
It's more sensible to judge each game on its merits. Some of the Horace games are good and some are not so good.

My personal favourite was *Horace Goes Skiing*. This was a considerable success when it appeared on the Spectrum last year and it now looks set to do well on the 64.

The reason for its success is because the game incorporates two separate, but equally entertaining, play elements.

It starts off with a Frogger-type screen in which you have to get Horace across a busy road to pick up his skis from a hut. Cross back again avoiding the fast moving traffic to the start of the ski slope.

You can now begin your descent. Skiing through the flags, you will be awarded a bonus when you get to the finish for your speed and the number of flags left



standing at the end.

At £9.95 this offers 64 owners a good Frogger game and ski simulation rolled into one game.

Just a couple of gripes, though. The game does not appear to work with a joystick as stated and could we please have another new Horace game instead of more conversions of existing Spectrum titles?

Yours sincerely, A Fan.

● Getting started	5
● Graphics	6
● Value	6
● Playability	6



9 BEANSTALK

MACHINE: Spectrum 48k
SUPPLIER: Thor
PRICE: £5.95

Fe-Fi-Fo-Fum. I smell the blood of an Englishman! Transported light-years back to the days when fairy tales were my main reading matter, I loaded the cassette.

The game matched my expectations and I ventured with Jack up the beanstalk to a magic land where giants, treasures and magic abound.

Remember Jack and the Beanstalk? Jack's mum sent him to the market to sell Daisy the cow. On the way he was conned and swapped her for a handful of beans. With a clip round the ear, he was sent to bed and the beans thrown out of the window where, lo and behold, a giant beanstalk grew overnight.

Next day Jack made good his escape, legged it up the beanstalk and went to seek his fortune!

For those of you who can't remember the rest of the story, your chance has come to play it out in a superbly illustrated game. Only this time you have the power

to control Jack's destiny—to steal the goose that lays the golden eggs so that Jack and his mum can live happily ever after.

Jack starts his adventure at the foot of the beanstalk. With his eyes peeled for gigantic spiders and kamikaze birds, he nips up the beanstalk—one false move and he plunges to the ground. Certain objects must be picked up on the screen to enable him to move on—a fact not mentioned in the instructions.

Having mastered the beanstalk, Jack has to scale a brick wall into the castle, free the goose from her

It was designed and written with the help of Larry Bird and Julius Erving, two of the USA's best basketball players. And it shows. The amount of work and planning that has obviously gone into this program is mind boggling.

Each of the player's characteristics have been moulded on either Bird or Erving. So, depending on which of the two you choose, your shooting and defending abilities will be different.

One feature that has been built into the game is fatigue. Too much running and jumping will



cage and then tackle the giant.

The graphics are superb, with each screen resembling an illustrator's drawing. The game is also difficult to master as each screen poses its own problems.

Jack and the Beanstalk is definitely a game well worth buying.

● Getting started	8
● Graphics	9
● Value	9
● Playability	8

10 ONE ON ONE

MACHINE: CBM 64
SUPPLIER: Electronic Arts
PRICE: £30.00

Sports simulations have always proved the most difficult games to make playable on a computer. Hardly any, with the possible exception of *International Soccer*, have managed to capture the atmosphere and tension of a real sporting event, not to mention the fine control and manoeuvrability that is vital to a game of this kind.

One On One certainly qualifies as one of that rare species—the convincing sports simulation.



slow your player down. Another strange addition is a "hot streak" where the computer allows you to have a better run than your opponent. It won't tell you are having a "hot streak" though—you will just have to feel it happening.

Yet again, I have to complain about the price of Electronic Arts' software. They may well be able to get away with charging the equivalent of £30 in America, but they won't sell many in Britain at that price.

If they dropped their price to around £15 or £20, I would recommend that you rush out and buy a copy.

● Getting started	9
● Graphics	8
● Value	4
● Playability	10

11 GUARDIAN

MACHINE: Electron
SUPPLIER: Alligata
PRICE: £7.95

Landers, Mutants, Baiters and Swarmers all sound dreadfully familiar and it didn't need much guesswork to decide that *Guardian* was going to be another version of Williams' classic space shoot-out, *Defender*.

A deadly swarm of Baiters and assorted nasties follow your space craft as you skim the planet's surface in a desperate bid to protect the last colony of humanoids from the fearsome Landers.

Swooping in at great speed, you fire a burst, destroy the Lander and rescue the falling humanoid. Once safely back to earth, the patrol continues in a swift and often hair-raising flight across the planet. Should the Landers succeed in capturing the Humanoids,



they in turn will mutate into something nasty and pursue your fighter in deadly earnest.

Further planets await you with an increasing number of humanoids to rescue as the game progresses. With its fast action and smooth scrolling screen, *Guardian* is one of the best games I've seen on the Electron.

The game sticks faithfully to Williams' original and is comparable to Acornsoft's *Planetoids*.

The keyboard controls are simple and easy to master—essential in a game where speed and accuracy are of vital importance to your survival.

● Getting started	8
● Graphics	7
● Value	7
● Playability	9

R·E·V·I·E·W·S



12 QUACK A JACK

MACHINE: Oric/Atmos
SUPPLIER: Severn Software
PRICE: £7.50

Quack a Jack is the zany new game from Severn Software for the Oric and Atmos.

You are a duck called Jack who is trapped in a castle full of nasty Terraducktiles.

The nasties are about to hatch out of their giant shells and dine on duck for dinner, so you've got to break their shells before they hatch out.

You move Jack by hopping from square to square, O'bert fashion. Every time you land on a square, it disappears so you have to be careful to leave yourself a route to other parts of the screen where the next egg may begin to hatch.

Once you have the five eggs, the screen changes colour, your

13



11



12



squares are returned and a new selection of nasties are out to get you.

The game features a hall of fame and has two difficulty levels.

Quack a Jack is a fairly amusing little game though it is a bit slow and has poor graphics.

● Getting started	3
● Graphics	3
● Value	4
● Playability	5

13 MUGSY

MACHINE: Spectrum
SUPPLIER: Melbourne House
PRICE: £6.95.

"Mugsy Schmugsy. Just who dus dis guy tink he is? Ten hoodlums gunned down by Rocco, only 200 customers squeezed in two years and now dis—de kops skimming two hundred thousand bucks off de top."

"Now listen up. I want big Louis from Detroit to pay Mugsy a visit. No—not Fingers. Big Louis himself. Dis time Mugsy has gone too far."

The gangsterspeak dialogue of Melbourne House's latest game—Mugsy—takes you back to the mean streets of Chicago where a guy had to be tough to survive.

Mugsy's graphics knock spots off anything that has so far been achieved on the Spectrum. For this reason, we have made it the first of a great new review feature where we show you several screens from a game.

When our reviewer first looked at Mugsy, he kept calling people into the room to look at the

pictures—so stunning are the images.

Using comic strip speech bubbles, Mugsy is a strategy-cum-arcade game. The strategy element sets you up as a gangland leader who has to make decisions about how much to pay off the cops, how much ammunition and guns to provide for your loyal hoodlums and how many customers to squeeze in your protection racket.

The computer keeps a running total of your cash in the safe and the number of loyal hoodlums and customers. You can also buy and sell customers from the syndicate.

At the end of each go, when you have entered all your decisions, the computer gives you a progress report.

You have to be smart to do well at Mugsy. Make too much money and the big boys will start to see you as a threat, too little and they will soon send a hit man to rub you out. All this and you still have to contend with greedy cops and other hoods trying to muscle in on your patch.

The arcade element of the game appears when a hit man is despatched from Detroit. This is a

shoot-out in a restaurant. Using the keys, you can move Mugsy around the screen in an attempt to out-gun your assassin.

Should the hit man do his job, you are given a percentage rating on your performance and, as usually happened in my case, some sort of scathing comment. It's not nice being called a schmuck by a Spectrum, I can tell you.

As well as putting the squeeze on Spectrum owners, Mugsy will also take the heat off Melbourne House now that they have announced that Sherlock Holmes will not be available until September.

Using a punchy, fast-moving dialogue and stunning graphics, Melbourne House have really created an atmosphere of Al Capone and the world of organised crime.

Personally, I would have preferred this excellent scenario to have been used as an Adventure. Having said that, Mugsy must still rate as Melbourne's best offering since The Hobbit and that's saying something!

● Getting started	8
● Graphics	10
● Value	7
● Playability	7

JUDY Livermore, the British and Commonwealth Heptathlon record holder, could be one of the strongest members of the British Olympics team in the Women's Heptathlon—a gruelling seven-event test of skill.

We at *Computer & Video Games* asked Judy to step out of her training shoes for a short time and into our office to tell us what she thought of the Olympic-style games that are at present infiltrating the market.

Here are Judy's comments on a few of the games that have been launched to celebrate the 1984 Olympic Year.

When she's not training for the Olympics, Judy likes to take time out to play games either in the arcades or on her CBM 64 with a few friends. She is very competitive—even in her spare time!



14 TRACK & FIELD

ARCADE OLYMPICS
MACHINE: N/A
SUPPLIER: Konami
PRICE: N/A

Track & Field is a game which is at present flooding the arcades and you should have no trouble finding one to play. It's an Olympic-style game where you've got to compete in six events from the Decathlon—a Hexathlon? One to four players can battle it out for the gold medal without becoming too hot and sweaty.

Judy's Verdict: "I think *Track and Field* is very playable. It's got a good layout on screen—each event is very different graphically and the controls are good. Whether you're running, jumping or throwing, the speed and angle of each move has to be taken into account.

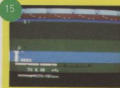
I liked the idea of having a bird's eye view on the hammer throw rather than a side view.

In the running events, it would be ridiculous to compare running in an actual race and playing at running in a race but you do get a sensation of racing, as you're timed throughout.

Graphically, *Track & Field* is a really good game but I prefer to look at others playing rather than play it myself.

I feel it could become a cult game but I'm afraid I'm definitely the *Defender* type!"

RATING: ★★★★★



15 DECATHLON

VIDEO OLYMPICS
MACHINE: Atari VCS
SUPPLIER: Activision
PRICE: £29.95

One of the first Olympic-style games to hit the UK market was Activision's *Decathlon*. In it, you have to take part in all ten events of the decathlon including the jumping, running and throwing events. One to four players can take part in the game with each event offering a new challenge.

Judy's Verdict: "You play the



game by moving your joystick from side to side as fast as you can to generate speed when running and use the fire button to either jump or throw an object. I found the game a little monotonous—and the very idea of the 1500m! I'd prefer to run it than wiggle the joystick for that length of time! The pole vault was the best of all the events because it had a very short run-up and there's more skill involved. It all depends on how fast you wiggle the joystick, but you can't get a lot of variety with just two commands".

RATING: ★★★

16 OLYMPICS

COMPUTER OLYMPICS
MACHINE: Spectrum 48k
SUPPLIER: CRL
PRICE: £5.95

CRL's *Olympics* contains not 10 but 14 of the events to be found in the Olympics. Side one of the cassette contains eight events which are all held inside the stadium and side two six events held outside the stadium, including the marathon, cycling and canoeing.

Judy's Verdict: "To play this game, you merely have to press one key to give your team more energy and stamina to move faster. CRL have done well trying to represent the Olympic events as well as they can but all the movements are far too slow.

The graphics are quite average, but the game's not at all challenging and as I said before incredibly slow. I definitely wouldn't buy or play this game."

RATING: ★

17 OLYMPIC SKIER

COMPUTER OLYMPICS
MACHINE: CBM 64
SUPPLIER: Mr Chip
PRICE: £5.99

Olympic Skier is the only game we asked Judy to look at which didn't include track and field events. This game is really a simulation of the winter Olympics where competitors have to take part in the slalom, downhill and ski-jump.

Judy's Verdict: "Great graphics. For some reason, I enjoyed this game more than the track and field games. It combines elements of a driving game as you have to steer the skier through obstacles.

Ski-ing is also easier to portray and very much more realistic than track and field events. Any game gets monotonous if you play it enough, but this one's more fun than the others."

RATING: ★★★★★

ATARI SOFTWARE

LOWEST EVER U.K. PRICES
HIGH QUALITY AMERICAN SOFTWARE DIRECTLY
IMPORTED AT LESS THAN HALF NORMAL PRICE

Atari			Word Race	c	£5.50
Space Invaders	r	£14.98	Word Race Accessory	£5.50	
Asteroids	r	£14.98	Infocom Software		
Basketball	r	£12.25	Zork II	d	£14.48
Broderbund			Zork III	d	£14.48
Choplifter	d	£12.58	Synapse		
Genetic Drift	d	£3.95	Chicken	c	£3.95
Labyrinth	d	£3.95	Chicken	d	£3.95
Labyrinth	c	£3.95	Clim Jumper	r	£14.88
Seafox	d	£3.95	Disk Manager	d	£9.13
Serpentine	d	£3.95	Dodge Racer	c	£3.95
Stella Shuttle	d	£3.95	Dodge Racer	d	£3.95
Skyblazer	d	£10.75	Fort Apocalypse	d	£3.95
Datasoft			Picnic Paranoia	c	£3.95
Bishops Square	d	£3.95	Protector	c	£3.95
Zaxxon	c	£12.48	Protector II	r	£14.88
Canyon Climber	d	£3.95	Protector II	d	£10.50
Clowns & Balloons	d	£7.95	Shamus	d	£10.95
Pacific Coast	d	£7.95	Shamus	c	£10.95
Highway	c	£7.95	Slime	d	£9.95
Pacific Coast	d	£7.95	Slime	c	£9.95
Highway	c	£7.95	Survivor	d	£9.95
Sands of Egypt	d	£11.15	Survivor	c	£9.95
Shooting Arcade	c	£7.95	Pharaohs Curse	d	£9.95
Don't Ask Software					
Word Race	d	£3.50			

ALL SOFTWARE NEW AND FULLY GUARANTEED
FOR SAME DAY DESPATCH USE YOUR CREDIT
CARDS. TELEPHONE OUR HOTLINE (0705) 662145

TELECOMMS, 189 LONDON ROAD
NORTH END, PORTSMOUTH PO2 9AE

CG25

All prices reduced by 20p

SUPER SAVERS

	R.R.P.	OUR PRICE		R.R.P.	OUR PRICE
SPECTRUM			COMMODORE 64		
OMEGA RUN	£7.95	£6.75	FLIGHT SIMULATOR	£9.95	£8.50
GLUG GLUG	£5.95	£5.00	OMEGA RUN	£7.95	£6.75
OLYMPICS	£5.95	£5.00	BUMPING BUGGIES	£6.99	£5.95
JUNGLE FEVER	£6.90	£5.90	FLYING FEATHERS	£6.99	£5.95
SKULL	£6.90	£5.95	WHEELIN WALLY	£7.00	£5.95
BARREL DROP	£3.95	£3.00	CHINA MINER	£7.00	£5.95
CHUCKIE EGG	£7.90	£6.75	GET OFF MY GARDEN	£7.00	£5.95
KAMAKAZE	£6.90	£5.90	BURGER TIME	£7.00	£5.95
BLADE ALLEY	£3.95	£3.00	FABULOUS WANDA	£7.90	£6.75
LIGHT CYCLE	£3.95	£3.00	CHUCKIE EGG	£7.90	£6.75
KONG	£3.95	£3.00	SPACE PILOT	£7.95	£6.75
SLAP DAB	£3.95	£3.00	FLIGHT PATH 737	£7.95	£6.75
MOON BUGGY	£5.95	£3.00	CYBOTHRON	£7.95	£6.75
VIC 20					
SLAP DAB	£5.95	£3.00	BONGO	£7.95	£6.75
DOTHAN	£3.95	£3.00	SKRAMBLE	£7.95	£6.75
FALCON FIGHTERS	£3.95	£3.00	THE PITZ	£8.00	£5.05
FROG RUN	£3.95	£3.00	THE DUNGEONS	£5.95	£5.00

POST & PACKING FREE
SEND CHEQUES/P.O. TO:
ACCESS WELCOME

FOR COMPREHENSIVE CATALOGUE
SEND S.A.E. TO:

16 COATES CLOSE
BRIGHTON HILL
BASINGSTOKE RG22 4FE
TEL: 0256 51444

CG38

HIRE SPECTRUM SOFTWARE

CHOOSE FROM OUR VAST RANGE

FREE 26 page CATALOGUE with full details of our range of over 280 different programs for the ZX SPECTRUM. All hired with the consent of the publishers. Whether you prefer to ZAP aliens, get lost in an ADVENTURE game, EDUCATE your children, CALCULATE the family finances or COMPIL machine code programs WE HAVE THE RIGHT TAPES FOR YOU TO HIRE.

FAST SERVICE

We stock up to 60 manufacturers' original copies of each tape over 3000 tapes in stock, and can normally despatch your tapes the day we receive your order, and we always use first class post.

LOWEST PRICES

We believe our prices are the lowest of any library, yet we offer the LARGEST range of titles. Hire up to 3 tapes at a time, for 2 weeks, for only £1.07 each (inc. VAT & p&p).

FREE TAPE HIRE

For a limited period, we will send your first tape (your choice) FREE, so join our library now. You can't afford NOT to! If you've tried another library and are wary of our claims send a stamp and we'll gladly send you a copy of our catalogue - we're confident you'll join when you see it!

CG39



**NATIONAL
SOFTWARE
LIBRARY**

200 Mulgrave Road,
Oreham, Surrey SM2 6JT

I enclose cheque for £6.00 for LIFE MEMBERSHIP and I understand that my first tape hire will be FREE. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name

Address

CVG7

ATTENTION

ATARI 400/600/800 OWNERS

MIDLAND GAMES LIBRARY

Do you want to join a long established library?
Est. 1982.

Are you looking for a fast efficient and friendly service?

Would you like to select from over 700 programs; cassettes, cartridges, discs and utilities and educational?

Would you appreciate approximately 35 new additions per month?

Are you interested in interactive club schemes such as Adventure helps, newsletters, etc?

Before writing to the rest, try the BEST.

2 games may be hired at any one time.

We buy many of the popular games in multiples of 5 or 6 to give all our members a fair choice.

Special introductory offer for new members; first two games free of hire charges.

Send large SAE for details.

M.G.L.

48 Read Way,
Bishops Cleeve, Cheltenham
(0242-67) 4960 6pm-9pm

All our games are originals with full documentation
We at MIDLAND GAMES LIBRARY would like to point out that we are in no way connected with MIDLAND COMPUTER LIBRARY

CG21



BED BUGS

MACHINE: BBC
SUPPLIER: Optima
Software
PRICE: £6.95 cassette
£8.95 disc

I think I'd rather have a quiet night curled up with my *Beano* than play this game. This is another program which just doesn't take enough advantage of the amazing capabilities of the Beeb.

The alternative title is "just when you thought it was safe to go to sleep". Frankly, once you've loaded the tape, you'll wish you had.

Your bed, at least in this game, is infested by bugs, fleas and jam.

Loading is impressive. The main title screen features clever graphics with little red blobs moving along a white wavy line to look like a brain scanner or something clever like that.

The program also manages to play *Rock-A-Bye Baby* while the main part is loading. I don't know exactly how it does it but it works. Just.

If you thought that you were now in for a great game then you'd be disappointed.

The main screen shows the bed, depicted as a large green square (the sheets) with two pillows at the top. Down the left hand side of the screen are your weapons against the meemies which have come into the bed.

The meemies are fleas and bedbugs. Your defence is in the form of a sandwich, a pair of dentures, a sponge and a telephone.

The sandwich, says the program, is good for swatting fleas but it has the annoying side-effect of leaving jam stains on the sheets. If you walk into a jam patch then you lose a life.

The dentures will kill fleas, but are best used for crunching bedbugs. Hmm. The phone is used to call for help, while the sponge is provided for mopping up the jam once a few fleas have been swatted.

Although the sound effects during loading are quite good, there's no sound at all during the

game itself.

To start, you move a pointer up the left hand side and select the weapon you want to use. You then move round the screen and chop through the bugs and fleas.

Control using the keys is fine, but for some unknown reason you have to press the return key whenever you want to swat. Simply passing the sandwich, for example, over a bug will not kill it—you must catch it under the sandwich and then press return. I thought that the program was not totally accurate in judging when I'd successfully swatted the bug.

The person in the bed is represented by a pair of feet, which flash onto the screen occasionally and must not be swatted on pain of losing another life. Purely because of inefficient programming, you can't move while the feet are on the screen.

This is not the most exciting Beeb game I've played. I'd much rather watch the title sequence than play the game itself.

It's not worth the money but, if you want to see for yourself, it's available from your local stockist.

● Getting started	8
● Graphics	5
● Value	4
● Playability	5

ZAXXON

MACHINE: CBM 64
SUPPLIER: Synapse
USA
PRICE: Not available

We make no apologies for including this game in our review section because it's quite the most stunning version of the Sega arcade game we've seen for a home computer so far.

Unfortunately, due to legal wrangles which you've read about in *Games News* in previous issues, it's not yet available in this country. If you want it, you'll have to write to Sega or Synapse Software Corporation in the States.

If you don't know the Zaxxon story by now—where have you been!? But here's a quick run

down of the scenario. You control a space fighter on a mission to the darkest corner of the known galaxy where the mighty robot, Zaxxon, controls armed asteroid fortresses. Your mission is to destroy the robot dictator.

To do this, you have to succeed in a death-defying raid on his fortresses—avoiding gun emplacements, rockets, guided missiles and deadly force fields. You also have to fight a deep space battle with Zaxxon's fighter squadron. Then it's time to meet the great robot himself who has a few tricks up his sleeve—literally!

This is as close as you'll get to the arcade version. Game play is fast and furious—and as I've already said, the graphics are simply stunning.

This must be the best action game around for the Commodore 64 at the moment. If only you could get your hands on it!

We hope that Synapse soon manage to resolve the legal problems which are preventing the sale of their excellent games software in this country.

● Getting started	8
● Graphics	8
● Value	7
● Playability	9

SHEAR PANIC

MACHINE: Vic-20/Sord M5
SUPPLIER: Channel 8
PRICE: £6.95

Picture the scene—a peaceful English country garden with some nice blooms draped neatly up the walls.

Suddenly, these seemingly innocent flowers burst into life and attempt to cover the entire garden with writhing greenery!

Your task, should you choose to accept it, is to cut down the rampant flowers and restore the garden to normality. You are armed with a trusty pair of garden shears and have to trust to your luck to survive!

A nice touch is the "growth rate" feature. If you allow the flowers to grow too fast by not moving around quickly enough with the shears, your gardener's

Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged. **Value:** Is the game really worth all those pennies? **How long will its attraction last?**

weapon will explode! (The mind boggles!) There is a high-score readout and extra life feature and you get one new pair of shears if you manage to reach 5,000 points.

However, for the underprivileged Vic, it's a nice addition to the dwindling range of new games.

● Getting started	8
● Graphics	7
● Value	6
● Playability	6

ALPHA BLASTER

MACHINE: Vic-20
SUPPLIER: Sumlock
Microware
PRICE: £7.95

Fancy a really fast version of that arcade oldie, *Astro Warrior*? Well, *Alpha Blaster* is just what Professor Video ordered. This is a nicely executed space shoot-'em-up—not that original but none the worse for that.

You have to blast away at fast moving alien ships and then avoid a fierce meteor storm which comes zapping down the screen at you. If you manage to survive the meteor storm, then you get to refuel with the mother ship and take on yet more waves of Alpha ships.

You get a high score readout and three lives per game—and you can play using the keyboard or a joystick.

As I've already said, the game is not that original, but if you fancy blasting aliens just one more time then you could do worse on the unexpanded Vic. At £7.95, though, it's a bit pricey. Game action is quite addictive but I'm not sure about the lasting appeal of the game. However, for the underprivileged Vic, it's a nice addition to the dwindling range of new games.

● Getting started	8
● Graphics	8
● Value	5
● Playability	7

STACK 100 LIGHTPEN - £28.75 GIVES YOUR COMPUTER EYES!

Available for: CBM 64, VIC 20, BBC-B, ATARI

SLR

(STACK LIGHT RIFLE)

AS
SEEN ON
T.V.!

**JUST TWO OF THE EXCITING
PRODUCTS IN THE STACK 100 RANGE**

THE
**STACK
100
RANGE**

Available for the CBM 64, VIC-20 and 48K
Sinclair Spectrum, this quality rifle comes
complete with three exciting games and
connects to your computer with 12 feet of
cable. The SLR puts you in a different
league.

£29.95

Please send me a Free brochure, price list and
the address of my nearest stockist.

Name

Address

E & O.E.

CBM 64 Accessories

Cartridges:-

HELP - over 20 extra commands, disassembler and
machine code monitor. DOS **£28.75**

SUPERHELP - as 'HELP' but with a comprehensive
2 pass assembler **£40.25**

ARROW - loads and saves a 32K program faster than
a 1541 disk drive (use with 1530 C2N cassette deck)

£33.35

ARROW PLUS - as 'ARROW' but with a
comprehensive 6502 assembler **£44.85**

4-SLOT MOTHERBOARD - (switched) **£33.35**
and a full range of printer interfaces.

STACK 100

CUSTOMER INFORMATION CENTRE

290-296 Derby Road, Bootle, Liverpool L20 8LN

Trade Enquiries: 051-9335511 ask for 'Trade Sales'

All prices are inclusive of VAT and delivery.

CG4

AVALON HILL GAMES

Summer Season Silly Sale

*Microcomputer
Games*

TITLE	CURRENT RETAIL PRICE	OUR PRICE	ATARI	CASSETTES THIS SIDE		CBM PET	ATARI	DISKS THIS SIDE	
				APPLE	TRS 80			APPLE	TRS 80
Computer Acquire	£14.95	£4.95	16K	16K	16K	16K		48K	
Computer Baseball Strategy	13.45	4.45	32K	32K	32K	32K			
Bombard Attack	11.95	3.95	16K	32K		8K			
B1 Bomber	15.95	4.95					48K	48K	
Cross Assault	21.95	6.95					48K	48K	
Conflict 2500	11.95	3.95	40K	48K	48K	16K	40K	48K	
Controller	21.95	6.95	32K	16K	16K		40K		
Dragon River Line	18.95	5.95	48K			32K	40K		
Empire of the Overmind	25.95	7.95					48K		
Facts in Five	18.95	5.95					48K		
Flung Ace	18.95	5.95	16K				32K		
Football Strategy	15.95	4.95							32K
Fredericksonberg	25.95	7.95							32K
Galaxy	14.95	4.95	16K	16K	16K	16K	48K	48K	32K
Guns of Fort Defiance	14.95	4.95	32K	32K	16K				32K
Guppy	15.95	4.95	16K				32K		
Knockout	14.95	4.95	16K						
Legionnaire	25.95	7.95					16K		
Lords of Karma	18.95	5.95					40K	48K	
Comp. Maj. League Baseball	18.95	5.95			16K		40K	48K	
Midway Campaign	11.95	4.95	32K	16K	16K	16K	40K	48K	
Moon Patrol	18.95	5.95	16K				32K	48K	
Planet Miners	15.95	4.95							
Road Race/Bowler	11.95	3.95	16K			8K			
Shootout at OK Galaxy	14.95	4.95	16K	32K	16K	8K	32K		
G. F. S. Sorceress	25.95	7.95					48K		
Space Station Zulu	14.95	4.95	32K				48K	48K	
Computer Stocks & Bonds	14.95	4.95	32K	32K	16K	16K	40K	48K	
Tank Arcade	11.95	3.95	16K		16K	8K			
Tankies	21.95	6.95					32K	48K	32K
Tenngard	18.95	5.95					48K		
V.C.	18.95	5.95					48K		
Vornak	18.95	5.95					48K		
Voyager	14.95	4.95	24K	32K	16K	32K			

To:

R. M. TRADING CO.
75 STONELEIGH AVE.
ENFIELD, MIDDXX.

Access/Visa Card No.
Cheque/Postal Order enclosed £
When ordering state Computer and
Memory size.
Please note Disks £1 extra.

Your name & address

.....
.....
.....
.....

POST FREE
CDS



...program into our price and data files for all the lowdown on new and used motorcycles plus tests on the Honda MBX125F, new Honda commuters and a line-up of 80cc roadster/trail bikes.

Bike Buyer



SUMMER ISSUE AT YOUR NEWSAGENT NOW!



At the heart of every Rail Enthusiast is a commitment to the railway. We all want our railways future to be secure, and knowing what's happening today, can help to influence tomorrow.

With readers' round-up, reports from on-site workers and even working railwaymen all contributing to keep Rail Enthusiast's finger on the pulse, our eyes and ears are everywhere so that we can pass on to you the most accurate and up-to-date information possible.

So if you don't want pompous or supercilious reportage, but do want the facts about today's railways written by rail enthusiasts, order Rail Enthusiast, on-sale at your local newsagent on the 12th of every month.

CG145



MIDLAND COMPUTERS



SOFTWARE
SPECIALISTS

31 EVENLODE CLOSE
LODGE PARK
REDDITCH B98 7NA
TELEPHONE: (0527) 26051

TOP 30

OUR PRICE PROMISE
Find someone cheaper
and we will refund the
difference

COMMODORE 64	RRP	OUR PRICE
Manic Miner	6.95	5.85
Scuba Diver	6.95	5.85
Hunchback	6.95	5.80
Harrier Attack	6.95	5.85
Beach Head	9.95	8.45
Chinese Juggler	6.90	5.80
Forbidden Forest	12.95	11.25
Mr Wimpey	6.90	5.80
Falcon Patrol	6.95	5.85
China Miner	7.00	5.85
Blagger	7.95	6.75
Son-Of-Bliagger	7.95	6.75
The Hobbit	14.95	12.99
Scramble	5.99	4.85
International Soccer	9.95	8.45
Le Mans	9.95	8.45
Space Pilot	7.95	6.75
Bozzers Nite Out	6.90	5.85
Death Star	5.99	4.85

SPECTRUM	RRP	OUR PRICE
Jet Set Willie	5.95	4.85
Fighter Pilot	7.95	6.75
Chequered Flag	6.95	5.85
Manic Miner	5.95	4.85
Night Gunner	6.95	5.85
Scuba Diver	5.95	4.85
Alric Atac	5.95	4.45
Hunchback	6.90	5.80
Chinese Juggler	6.90	5.80
Flight Simulation	7.95	6.90
Harrier Attack	5.95	5.75
Stonkers	5.50	4.45
Hunter Killer	7.95	6.90
Death Chase	6.95	5.85
Mr Wimpey	5.90	4.80
Alchemist	5.50	4.40
Lunar Jetman	5.50	4.40
Snooker	8.95	7.75
Jell Pac	5.50	4.40
Fred	6.95	6.85

BBC	RRP	OUR PRICE
Fortress	8.95	6.75
Penguin	8.95	6.75
Amaze-In-Space	7.95	6.75
Centipede	7.95	6.75
Frogger	7.95	6.75
Space Fighter	7.95	6.75
10 Little Indians	9.95	8.45
Hunchback	7.95	6.75
Mr Wimpey	6.90	5.80
Escape From Pulsar	9.95	8.45
Dare Devil Denis	7.95	6.75
Airline	6.95	5.85
Road Runner	7.95	6.75
Gorf	7.95	6.75
747 Flight Simulator	8.95	7.75
View File	14.95	12.99
Vis Cak	14.95	12.99
Blagger	7.95	6.75
Snooker	8.95	7.75
Galaxians	7.95	6.75

We have a vast range of software and hardware for the following computers—too large to place in this ad.

Please rush me your large catalogue. I enclose a large s.ae.

NAME

ADDRESS

Please rush me GAMES

MACHINE

I enclose a Cheque/PO for £..... made payable to Midland Computers.

ATARI, BBC, COMMODORE, DRAGON, ELECTRON, LYNX, ORIC, SPECTRUM, VIC 20

CG179

Introducing U.S. GOLD

U.S. Gold is a new concept in software marketing. We are dedicated to bringing to you the best in American software at a sensible price.

You will find U.S. Gold in all leading computer stores.
Look for the U.S. Gold emblem — It's the mark of quality software.

 <p>U.S. GOLD American Software</p> <p>POOYAN Commodore 64</p> <p>£9.95 CASSETTE £12.95 DISK</p>	 <p>U.S. GOLD American Software</p> <p>ZAXXON Atari Systems</p> <p>£14.95 CASSETTE ONLY</p>	 <p>U.S. GOLD American Software</p> <p>O'RILEY'S MINE Atari/Commodore 64</p> <p>£9.95 CASSETTE £12.95 DISK</p>
 <p>U.S. GOLD American Software</p> <p>CAVERNS OF KHAFFA Atari/Commodore 64</p> <p>£8.95 CASSETTE £12.95 DISK</p>	 <p>U.S. GOLD American Software</p> <p>SLINKY Atari/Commodore 64</p> <p>£8.95 CASSETTE £12.95 DISK</p>	 <p>U.S. GOLD American Software</p> <p>FORBIDDEN FOREST Atari/Commodore 64</p> <p>£8.95 CASSETTE £12.95 DISK</p>
		 <p>U.S. GOLD American Software</p> <p>AZTEC CHALLENGE Atari/Commodore 64</p> <p>£8.95 CASSETTE £12.95 DISK</p>

THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores including:



WHSMITH

DEALERS! For information on how to become a U.S. Gold Stockist write to: Centresoft Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH. Telephone: 021-520 7591. Overseas enquiries welcome.

U.S. GOLD

All American Software



MEET JAMES, THE KONAMI KING!

If you think you're a whizz kid on arcade games, read on and measure yourself against the amazing stamina and dedication of James Thomas who played for an astounding 303 hours.

Some time ago, we received a phone call from out of the blue from a Leicester University student, James Thomas, informing us of a planned arcade games marathon on Konami's *Juno First*. We asked James to send in details of his gruelling game and, after he had sufficiently recovered his strength, he was able to put pen to paper to tell us exactly what had occurred.

James, a first year geology student, hoped to establish a record on *Juno First* in a sponsored attempt to raise funds for rag week. He was given five credits and was sponsored by the hour.

Play began at 10.00 on Saturday 25th February where James got down to a disastrous start with all but life being lost before the first extra one was gained. From then on, scoring was fast and furious and James reckoned he clocked the score on average every 21 minutes.

Juno First was supplied by Kee-day Leisure who adapted the machine, fitting a new joystick for better control and comfort. James was kept alive and awake with



food and drinks supplied by friends who watched with him through those long hours. During necessary breaks, John Brencley took over at the controls.

Play continued through the night and James showed no signs of losing, although he was obviously tired and had to be kept awake with loud music. It was snowing outside as dawn broke and people staggered in from the rag all-night disco to see how he

was getting on. The promise of new sponsors gave James the incentive to keep playing.

By noon on Sunday he was going strong with 65,000,000 points and was still on his first game. However, the marathon was brought to an unexpected halt at 4.30pm after 303 hours of play—the joystick sheared away from the cabinet leaving 140 lives, four credits and 80,000,000 points in the machine.

During the 303 hours, the game was reset 12 times in all and clocked 80 times.

James came third in last year's C&VG Arcade Games Championship and is at present working on several different machines in the hope of qualifying this year.

Well done, James! We wish you all the best in this year's championship. The C&VG Arcade Games Championship will be held later on this year and if you missed the form in our June issue you will find one on page 111 of this issue.

Just send in your high scores on your favourite arcade game and, if you are good enough, you will be invited to take part in a series of qualifying rounds culminating in a chance to win a mystery arcade game to take home with you.



One of the most interesting new pins at the recent Arcade Trade show held in London was Bally's *King of Steel*.

Despite this warlike sounding name, the game is based on that age old pinball favourite—the card game.

The playfield has a fairly conventional layout but has some interesting features to make game play more fun.

There is an extra flipper at the top of the playfield ready to zap the ball onto a bank of three targets. Also at the top of the playfield lurks a saucer ready to trap your ball for extra points if you manage to beat the top roller buttons.

Further down is a bank of drop targets which you can hit in sequence to build up your "hand"—the card-playing variety—for more points.

There's also a "target tunnel" which scores and sets the centre "light wheel" rolling. If you then hit the main centre target, the wheel stops and you are awarded the points value dictated by where the lights stop spinning.

The backflash and playfield are attractively designed and more importantly it's not a bad pin to play.

Also around about the moment is another pin with a sporting theme called *Laser Cue*. Maybe Steve Davis uses this sort of weapon to win all those snooker championships! *Laser Cue* comes from Williams and is well worth looking around your local arcades for.

It's a good looking machine and great fun to play. You might find it slow to start but you can really get moving once you get the machine warmed up and there are plenty of flashing lights!

The pin seems well balanced and the machine I played had extremely responsive flippers—powerful too! It could rate with *Firepower II*, given a few plays I reckon.

RETURN OF THE ALIENS

Your base is under an alien attack.

You have been chosen to go outside the base and stop the enemy from docking onto the underside of the space platform. One against thousands—can you survive?

SWAT from Sega has all the classic ingredients which make up your everyday shoot-'em-up—a space scenario with hostile aliens whom you've got to destroy.

However mundane the ingredients may seem, *SWAT* has at least retained enough differences to raise it above the norm in the shoot-'em-up originality stakes.

The aim of *SWAT* is to prevent aliens docking onto your base. They do this by building towers of blocks until these become high enough to reach the underside of the platform. Their obvious aim is to take the base by surprise by bursting in from under the base instead of appearing out of the sky

SWAT

and fighting in a more conventional manner.

Armed with a laser gun and a few time bombs, your primary job is to blow up the towers of blocks before they connect to the base.

The bombs come in useful in destroying blocks which either repel or can't be destroyed by your laser.

Just make sure that when you drop a bomb, you move far enough away from it so that you're not blown to the outer edges of the galaxy along with all the building blocks!

To make the game more difficult, the alien blocks start growing down from the bottom of your base to meet those which are coming up from the alien ship. Once they meet, the aliens have a clear invasion path.



Control is by a four-way joystick with fire and bomb buttons. You can only ever shoot in the direction in which you are moving so you'll have to be very quick if you want to avoid being hit from behind.

Not the most exciting game I've ever played, but it is fast moving and relatively addictive.

ACT ON



THE ARCADE ATHLETE

Ian Jordan's astounding high score of over 2,000,000 points on Konami's *Track & Field* has won him one of these new arcade machines.

Ian, a 19-year-old student, won the prize in a competition organised by Taitel, UK manufacturers of *Track & Field* and Grand Metropolitan.

Over the past three months a nationwide competition has been held in Grand Metropolitan pubs to find the highest points score on *Track & Field*.

Ian came out tops and proved himself to be a world class armchair athlete with a score thousands of points ahead of the nearest runners-up. "It's the best machine I've seen around", said Ian "the graphics are great—it's the only game I play."

At a recent reception, Ian was presented with a *Track & Field* to take home and also the chance to have a stab at beating some real world champions—Judy Livermore who is the British and Commonwealth heptathlon record holder and Brian Hooper, World Superstars Champion and Commonwealth medalist at the pole vault.

Judy said that she liked playing *Track & Field* but that all the events were from the men's decathlon and that she really preferred playing *Defender* and 3D games like *Star Wars*. Brian, who never plays arcade games, found that he could really relate to the game "because of the physical skill involved".

In the second phase of the *Track & Field* promotion, 10% of all monies taken from *Track & Field* in Grand Met pubs over a

OLYMPICS

month from the end of May will be donated to the International Athletics Club Appeal to help train our athletes. So if you want to help the appeal, make sure you play *Track & Field* in a Grand Met pub!

The pub that rakes in the most money will be given a multi-screen video installation for the two weeks of the Olympics.

BEYOND THE VIDEO GAME

Could this be the ultimate arcade experience?

Imagine taking a step forward in time to the year 2019. You are experiencing the thrills of space travel—travelling through the Asteroid Belt, circling Mars and Jupiter and you don't even have to have an astronaut's licence!

Well, soon you'll be able to step on board a space craft and travel millions of light years across space, all the time remaining just a few feet above the ground!

Flight simulators have been around for years but only pilots and astronauts have been able to sample the delights of simulated air travel.

But now Rediffusion—the TV people—have developed the first space simulator. Based in Toronto, Canada, it will be opened this autumn where, for a price, you can enjoy 75 minutes which will be simply out of this world!

Film footage shot in space will be shown to give the impression of orbiting Mars and Jupiter and travelling through the Asteroid Belt. A million dollar film being produced in Hollywood will also

SUPER HERO'S HISTORY LESSON

BOMB JACK

In a race against time, Bomb Jack—Super Hero—has to defuse a number of bombs in a game which looks, at first sight, very much like that old favourite, Mr Do.

Jack, rather like a mini Superman complete with cloak and power of flight, teaches you how to defuse bombs in a twinkling of a second and also takes you on a guided tour through history!

Each screen is superimposed on a still of various periods throughout the ages. As the game progresses, you'll move from a backdrop of the Sphinx and pyramids through to the Parthenon, a castle, high-rise tower blocks and finally a space scene.

However, don't let the history lesson put you off! The game is very playable and easy to get the hang of.

Bombs cover the screen in set patterns and Jack has to fly over and defuse them. This isn't as easy as it sounds as bombs start to burn down. To get maximum

points, Jack has to begin with the fuse that has started to burn and then fly over the rest of that section. Another fuse will start to burn in another part of the screen and this must be dealt with next.

Nasties are also very much in evidence and you'll lose a life if you collide with any of them. There are also platforms at different levels of the screen which can be used as a ledge from which to launch Jack.

Various discs appear around which give you the chance to score bonus points. Should a fuse be allowed to burn down, that bomb will turn into an alien—so you'll have to look sharp and catch them as they start to fuse.

It's great fun—you can make Jack fly fast, slow, hover and zoom round the screen all with the use of the jump button and joystick.

It has pretty graphics and is quite addictive, although I suspect that most ardent vikings will be able to master the game in a relatively short time.

REDIFFUSION

be used during the "flight" incorporating the same effects used in top box office hits like *2001* and *Close Encounters of the Third Kind*.

Tour of the Universe, as the "flight" is being called, is the first space simulator of its kind to be opened to the public. Manufactured by Rediffusion Simulators, it will cost about \$25.00 per ride. But, unfortunately for UK space fans, it's only available in Canada.



THE C&VG ARCADE SPY

If you want to know exactly which are the best arcades to visit in your area, watch this space over the next few months.

The C&VG Spy has infiltrated the UK's arcades.

Next month the Spy will be visiting arcades in the central London area to report on those arcades with the newest machines and the cheapest and most popular games.

If you feel that your area warrants a surprise visit from the Spy, write to: Arcade Spy, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

WHO WILL JOIN THE EVIL DEAD NEXT?

FROM BRITAIN'S MOST
POPULAR HORROR FILM
COMES A MOST
EXCITING COMPUTER GAME.

A FAST MOVING GAME
OF SKILL AND STRATEGY
FOR THE COMMODORE 64

THE EVIL DEAD

THE GAME THAT GUARANTEES SLEEPLESS NIGHTS!

AVAILABLE FROM
ALL GOOD COMPUTER
GAMES STOCKISTS INCLUDING
THE VIDEO PALACE
100 OXFORD STREET, LONDON W1



DISTRIBUTED BY
PALACE VIRGIN GOLD
69 FLEMINGTON ROAD
LONDON E10 7NL
TELEPHONE: 01 539 5566

275 PORTONVILLE ROAD, LONDON N1 6AQ

PHOENIX SOFTWARE CENTRE

MAIL ORDER SOFTWARE
BBC SPECTRUM ETC.

SPECTRUM
Fighter Pilot £6.50
Atic Atac £4.50
Chequered Flag £6.25
BBC
Hunch Back £6.50
747 Flight £6.50
Twin Kingdom Valley £8.45
COM 64
Manic Miner £6.50
Mr. Wimpey £5.90
Revenge Mut.Cam. £6.50

VIC 20
Cavern Raiders £5.30
Snooker £7.25
Chess £6.95
ORIC 1
Harrier Attack £5.95
Light Cycle £5.95
Johnny Reb £5.95
ATARI
Up Up and Away £7.95
Air Strike £9.95
Krazy Kopter £9.95

100's of other titles available.

Please supply me with the following programme: Enclose S.A.E.

1..... for catalogue

2.....

3.....

Name computer..... Please allow 21 days for delivery

Name.....

Address.....

Cheque for £.....enclosed

CG32

Phoenix Software Centre 88 Hush, Yeovil, Somerset Tel: 0836 21724

SOFTWARE CLUB

for
ATARI 400/600/800
OWNERS

Which Club offers more?

- ★ Regular newsletter and high score/top twenty lists.
- ★ Use of Club's facilities for exchange/sale of unwanted hardware and software
- ★ Opportunity to sell software you have written to the Club
- ★ Vast range of all the latest programmes for hire on cartridge, tape and disk (fully documented originals only)
- ★ Most competitive rates in the country for 1-4 weeks' hire
- ★ Despatch of programmes by return post
- ★ Overseas members welcome

Please send large s.a.e. for full details to:

NB Computer Services,
5 Castle Close,
Henbury,
Bristol BS10 7QU

CG32

— SOFT MACHINE —

P.O. BOX B1 - HEBDEN BRIDGE - W. YORKSHIRE HX7 6LG

Tel: (0422) 845378

HUNDREDS OF TITLES AVAILABLE. SEND SAE FOR LISTS & DETAILS OF SPECIAL OFFERS. STATE COMPUTER

SPECTRUM

Chuckie Egg
Casette 50
Hunter Killer
Dungeons Master
Kommels Revenge
Quill
Birds & Bees
Android Two
Grand Prix Driver
Pyramid
Doomsday Castle
German Master A or B
French Mistress A or B
Fighter Pilot
Night Gutter
Jet Set Willie
Totankhamun
Blue Thunder
Urban Upstart
Blade Alley
Database
Harrier Attack

RRP PRICES
A & F 6.90 5.95
Cascade 9.95 8.50
Protek 7.95 6.75
Crystal 7.50 6.50
Gilsoft 14.95 11.95
Bug-Byte 5.95 4.95
Vortex 5.95 4.95
Britannia 6.95 5.95
Fantasy 5.50 4.75
Kosmos 9.95 8.75
Digital 7.95 6.75
S/Project 5.95 4.95
Micromania 5.95 4.95
Wileox 5.95 4.95
Shepherd 6.50 5.50
P.S.S. 5.95 4.95
Gemin 19.95 16.95
Dunell 5.95 4.95

SCULI DIVER
Black Crystal
Apocalypse
Millionaire
Temples of Vran
Titanic
COMMODORE 64
Damsel in Distress
Brands
Blogger
Bug Blaster
Aztec Tomb Adventure
Haunted House
Squash a Frog
Jumpin Jack
Triad
Twin Kingdom Valley
Oviara
Hustler
Pyramid
Splat
Colossus Chess

RRP PRICE
Dunell 5.95 4.95
Carnell 7.50 6.50
Redshift 9.95 8.50
Incentive 5.50 4.50
Incentive 5.50 4.50
R & R 7.95 6.75
Alligata 7.95 6.75
Carnell 7.95 6.75
Dunell 7.95 6.75
Fruit Machine
Monaco
Casette 50
Homework
Livewire 8.95 7.50
Voyager 8.95 7.50
Bug-Byte 9.50 7.95
Voyager 5.99 4.95
Bubble Box 6.99 5.95
Fantasy 6.50 5.50
Incentive 6.50 5.50
C.D.S. 9.95 8.50

Super Pipeline
Golden Baton
Olympic Skier
Red Alert
Outback
Omega Run
The Hobbit
BBC
Dambusters
Lunar Rescue
Fruit Machine
Monaco
Casette 50
Homework
Pool
Corporate Climber
Lemming Syndrome
Spanish Tutor A or B
Twin Kingdom Valley

Task Set 6.90 5.95
Ch. 8 9.95 8.50
Mr Chip 6.00 5.00
Mr Chip 5.50 4.50
Paramount 7.50 6.50
C.I.R. 7.50 6.50
Melbourne 14.95 11.75
RRP PRICES
Alligata 7.95 6.75
Lunar Rescue 7.95 6.75
Fruit Machine 5.96 4.95
Monaco 7.95 6.75
Casette 9.95 8.75
DynaByte 6.95 5.95
DynaByte 7.95 6.75
DynaByte 7.95 6.75
DynaByte 7.95 6.75
Comos 9.95 8.75
Bug-Byte 9.50 7.95

CG26

TO SOFT MACHINE: Please rush me the following tapes:

1.....2.....3.....
4.....5.....6.....

I enclose CQ/PO No. for £.....

SOFT Machine, P.O. Box B1, Hebden Bridge
West Yorkshire, HX7 6LG

Name:
Address:

Soft Machine is the trading name of Fabstar Computers Ltd.

Amazing how played out some things



ys become.

Will you think the same of your micro in 6 months' time?

Remember the days when every record player was gifted with a needle instead of a stylus. 45's were "in," 78's were "out."

Before the days of hi-fi and laser discs. When a graphic equaliser was a breakthrough on the football pitch instead of in music technology.

Look at a record player now and it's a museum piece.

It's like that with micros too.

The machine you thought would give endless hours of fun and interest often becomes a five minute wonder. Played out within months. Or so you thought.

But imagine communicating with other micro users on a nationwide mainframe system. Updating yourself

daily with the very latest computer news and reviews. Paging a special Bulletin Board. Feasting from "Prestel's vast menu. Even downloading a choice of software *absolutely free*.

In fact, imagine 30,000 pages at your fingertips and you've imagined what it's like to be on line with the Micronet 800 system.

For just £13 a quarter (and, for most of you, a local telephone call whenever you want to connect up) you could subscribe to the Micronet system.

The only extra you need to connect up is a modem unit. Which is a small enough outlay for what it buys.

Micronet's features are almost limitless and constantly updating so why not see it in action at John Lewis stores, selected W. H. Smith shops and Spectrum UK dealers.

Or fill in the coupon for our brochure.

You'll find you won't want to play on anything else.

Please send me the full facts about Micronet 800.

Name

Make/Model of Micro

Address

Telephone CVG 7

MICRONET 800, Dartmoor House, 8 Herbal Hill, London EC1R 3EJ. Telephone 01-278 1043. CVG 7

MICRONET 800, Dartmoor House, 8 Herbal Hill, London EC1R 3EJ

*Prestel and the Prestel symbol are trademarks of British Telecommunications.



Making the most of your micro.

CG79

60



Eat your grass



Careful with that whale, sheepoid!



Bonios at the ready

SPACED OUT SHEEP

Professor Video puts down his joystick and takes up the shears to come to terms with Llamasoft's latest piece of lunacy.



Watch out for the nasties when feeding



Before you get to blast your first nasty in *Sheep in Space*, you learn amongst other things that its author believes the country lacks a good rock radio station and that he adores Llama sweaters and *Pink Floyd*. Yes, Minter is back with the zany game to top all zany games — the superbly ridiculous *Sheep in Space*.

After *Attack of the Mutant Camels* people began to wonder what the hi-tech hippie from Basingstoke could possibly do next.

Now they have their answer with this offering for the Commodore 64.

Why sheep, I asked, keeping my fingers crossed for a sensible reply. "Cos it fits in with the cosmology I've created for all my

to, is to keep an eye on your sheep's stomach. This is your fuel indicator — if the tummy starts to rumble, head for the nearest grass and let it have a nibble.

It is also worth practising landing — as not all the grass supplies are in large expanses.

If you see power charges building up on one planet, use your DJump (hyperspace) to get you there quickly so that you can reduce the build-up.

Professor Video doesn't usually bat an eyelid as he picks off aliens in the course of experiments. By the time he'd finished doing battle with the nasties in the deep space screen on *Sheep in Space* he was a nervous, shaking wreck.

"Zay are so fast" he said, wiping the sweat off his joystick with a pristine white handkerchief.

They are all here — in deepest space waiting to do battle with the sheep — all your old favourites from Jeff's other games — the Flying Camels, the Mean Moons and even some newbies like the Goats' Heads.

Final word from the Prof: "Make careful use of ze Glowing Bonios of Doom — you can only fire one of these at a time — so you cannot afford to miss."

Professor Video has tee-shirts and free software to give away every month for your tips, maps of games, and interesting quirks you have discovered about your favourite computer or video games.

Judging by our bulging mailbag, several of you really got your teeth into the Prof's map in June's C&VG.

That little masterpiece was brought to you by one of the Prof's star pupils — Aonghas de Barra of Dublin. Now Aonghas and his friends have mapped in another of their favourite Spectrum games — *Alic Atac* — which we will publish next month, complete with expert strategy tips. Don't miss it!

games," he said, with the same innocent sincerity you would expect Neil from the *Young Ones* to use when he tells you he's a pacifist.

Not much room for pacifism in this game. "It's a megazap" — says Jeff "You have to kill all the nasties by firing your Glowing Bonios of Doom at them." The Glowing Bonios come — literally — from the sheep's mouth after you've poked the fire button.

The idea of the game is to fly your sheep across the planet's surface blasting the aliens that are after your woolly space cruiser.

The sheep can be made to scroll in both directions, can warp to a new sector when it has Bonioed all the nasties in that screen, and also gets hyperspaced to deepest space if the

charge reactors at the power stations reach level five.

Professor Video has developed a patented method of extracting the maximum points from the Bonios of Doom.

The secret is to let your sheep drift to the right or left, estimate the amount of curvature of the Bonio as it gets pulled by gravity towards the planet's surface, get the target in your sights, and let fly — taking the nasty out boom-bang-fashion.

This method is particularly effective in the later screens when you are chasing the running bunnies on the planet's surface.

To maximise your score, concentrate on the objects on the surface rather than the nasties in the free zone.

One obvious strategy tip — though one it is easy to forget when you are in the heat of a zap

To date, Atari's most astonishing game is Pole Position... If you are only going to buy one game, then this is the one you should get.

COMPUTER & VIDEO GAMES.

...Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.

PRACTICAL COMPUTING.

Brilliant!

WHICH MICRO? AND SOFTWARE REVIEW.

...a terrific version of the arcade motor racing game...graphics are superb...sound, too is very good as brakes screech and engines rev-up.

PERSONAL COMPUTER GAMES.

Exciting, exhilarating, excellent, Pole Position takes the lead as the best Atari race game around.

PERSONAL COMPUTER NEWS.

What can we say?



We're overwhelmed. Though we should just add that with AtariSoft, you can now play Pole Position* on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® systems. Oh, and we're giving away free a Grand Prix kit and full colour wall chart with every game.

POLE POSITION
from **ATARI**SOFT™

VIDEO



A H.E.R.O.'S WELCOME

Sometimes at C&VG we get a game so new that it comes without any instructions at all and we have to take a stab in the dark as we try to find out what it's all about.

H.E.R.O., the latest Atari VCS game from Activision, was one of these. Despite the lack of documentation, we soon had the game worked out – and a good one it is too!

Even in these days of declining interest in the dedicated video game system, Activision still manage to come up with the goods for those of you who still enjoy using your VCS.

The star of H.E.R.O. is a little chap with a mini-helicopter pack on his back. His mission is to plunge into the depths of a deep and dangerous dungeon-type maze and rescue his friend. There are many hazards to confront on the way – spiders, bats and other strange flying things.

Our hero has to explore the many levels of the dungeon – fighting off the various nasties – before he can get to his imprisoned friend. There are hidden

entrances which can be revealed when he uses his supply of dynamite to blast a way through the maze. But the dynamite is in short supply so he has to be careful just where he uses it. The more trips he makes into the maze, the more experienced he gets – and the more difficult his task gets.

In later levels of the game, deadly radioactive walls and floors appear which he must not touch.

H.E.R.O. could be described as *Pitfall* Harry meets *Manic Miner*, with elements of both games in evidence. It requires a steady hand on the joystick and quick thinking to beat the higher levels of the game – definitely a combi-

nation of strategy and shoot-'em-up!

Once you've mastered the earlier levels of the game – which shouldn't take very long – you can skip levels using the game option feature. But later levels are difficult, so be warned not to skip before you know what you are doing.

You'll find H.E.R.O. in your shops soon and it will cost around £29.

THE VERDICT

Another original game from Activision who manage to keep the VCS alive and kicking!

● Action	5
● Graphics	4
● Addiction	4
● Theme	4

STICK TO YOUR GUNS!

A speeding jet, enemy ships and fuel dumps to be bombarded and a barrage of flak from the mainland – all these can be found in *River Raid*, a classic shoot-'em-up style video game.

Your mission is to fly as far up river as possible, destroying all enemy ground positions and crossing points as you go.

This new version of *River Raid* is for the ColecoVision and is very

similar to the VCS game which was a major hit for Activision last year.

As might be expected, the superior graphics of the Coleco have enabled the designers to incorporate some extra features and improved graphics.

As well as the hot air balloons, enemy jets, tanks, fuel dumps, and battleships, there are also helicopter gun ships – straight out of *Apocalypse Now*.

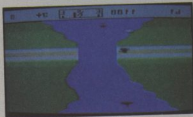
At the beginning of our mission, you can pick off the battleships and fuel dumps with ease. Further on, though, the river begins to twist and turn and the enemy jet fighters are also scrambled against you.

The helicopter gunships appear after bridge 13, spitting deadly missiles as they scream across the screen.

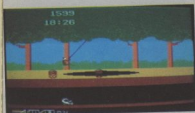
River Raid is for one or two players and, as with all Activision games, high scores are rewarded. If you score over 25,000 points, Activision will enlist you in the River Raiders club. Membership of this elite club entitles you to a River Raiders emblem. The game



H.E.R.O.



RIVER RAID



PITFALL



CENTPEDE



CRYSTAL CASTLES



GAMEPLAY

capacity of the ColecoVision would have enabled Activision to produce a truly deluxe version of Pitfall.

It's still a must for every Coleco owner at £29.95.

is available now at £29.95.

THE VERDICT

If you want to buy a shoot-'em-up for your Coleco, you now have a good alternative to Zaxxon. The graphics are not as good, but it's a much more playable game.

- Action 4
- Graphics 3
- Addition 4
- Theme 3

THE PLEASURES OF PITFALL

Regular readers of Joystick Jury won't need reminding that yours truly is a bit of a Pitfall fan.

Well, I may as well come clean and admit it – yes, it is my favourite video game.

The game has that elusive addictive quality that you can't quite put your fire-finger on. It has cute graphics, a complex challenge and that extra ingredient which I can't quite find a name for. But whatever it is, it keeps me coming back for more.

The ColecoVision version is now available and is every bit as good as the Atari VCS version.

For those Coleco owners who have never heard of Pitfall Harry and his adventures, here is a potted history.

Harry hangs out in the jungle trying to find his way out of the maze of thick foliage, snakes, scorpions, rolling logs, crocodiles and flash floods. As he runs through the jungle, he has to collect money bags, silver bars, gold bars and diamond rings to score points.

It's a tough life in the jungle with several traps set to ensnare you, though there are also features designed to help you. Features like the underground corridors which you can use to dodge the gaping jaws of the crocodiles and the ropes which you can use to swing over them.

One slight disappointment with this Coleco version is that the graphics, although every bit as good as those on the Atari VCS, are no better.

You would think that the extra

THE VERDICT

I'm sorry *Q*bert* and *Donkey Kong* but, for my money, *Pitfall* is the best game yet for the ColecoVision.

- Action 4
- Graphics 4
- Addition 5
- Theme 5

SOUPED-UP CENTIPEDE!

Centipede was one of Atari's all-time smash hits across all their systems, including the arcade version.

Take a look at the game and it's not difficult to see why. It's an original scenario – a shoot-'em-up in a mushroom field between spiders, bugs, scorpions and the hundred legged insect from which the game takes its name. This is a breath of fresh air to the games player who is beginning to tire of feeding his joystick on an unending series of aliens.

Add to this the fastest moving nasties that Atari have ever come up with and you have the three key ingredients of *Centipede*: cute graphics, an original scenario, and super fast game play.

Now Atari have improved the cartridge even further and brought out a deluxe model called *Millipede*.

Though very similar to *Centipede*, *Millipede* does have some entirely new features. The DDT bombs are worth a cool 800 points, though the highest scoring newcomers are the earwigs worth a grand each.

Millipede is slightly better than *Centipede* – though if you already own *Centipede* there is not much point in buying this one as well. *Millipede* is on sale now at £24.99.

THE VERDICT

Thumping good shoot-'em-up – second only to *River Raid* for the VCS.

- Action 4
- Graphics 3
- Addition 4
- Theme 3

BUY YOURSELF A BENTLEY

Bentley the Bear is the latest cuddly superstar to feature in his own video game. Our furry friend makes his debut in Atari's *Crystal Castles* for the VCS – the latest of their arcade-to-home conversions.

Trapped inside castle number one, Bentley has to collect all the gems to score points and move on to the next castle. Several nasties haunt the corridors, though, intent on stopping Bentley making his fortune.

Temporary invincibility is granted to Bentley if he dons the magic hat. Once the hat is on, he can kill the nasties to score bonus points – nasties such as Berthilda the Witch who is worth 3,000 points and the skeleton who haunts later screens.

As well as collecting the gems which are worth a multiplying number of points – 1 then 2 up to a maximum 99 – there are also some scrumptious pots of honey which Bentley just can't resist for 1,000 points.

The game play is a maze-strategy type in that you have to empty the screen before going on to the next level.

Some of the nasties are nicely drawn – resembling Treebeard in Tolkien's great adventure, *The Lord of the Rings*, and some can be leapt over Kong-fashion, but you must leap in the direction in which you are travelling.

Crystal Castles is fun to play and will take you a reasonable number of plays before you can beat it. In the shops now at £24.95.

THE VERDICT

If you liked the arcade game, you won't be disappointed with this home conversion.

- Action 3
- Graphics 3
- Addition 3
- Theme 4

MORE STAR BORES!

If the space ship in Parker's latest VCS cartridge was called the Star Blaster and the planet called Xenon 12, I would have already dismissed the game as garbage in my first sentence.

As it is, it's the Millennium Falcon and Darth Vader's famous Death Star that are the subjects of this third *Star Wars* game.

The fact that the games are based on the most exciting space adventure films of all time tends to make you treat them with a reverence they don't always deserve.

OK, so the *Empire Strikes Back* was a reasonably good game, but does it really rank on its own merits with the likes of *Pitfall*, *Ms Pacman* or *Centipede*?

I say no – and this latest offering, *Return of the Jedi Death Star Battle*, is no better.

You fly the Falcon with your joystick buzzing around zapping the Interceptors.

Every so often a gap will appear in the Death Star's force field enabling you to dart through and hyperspace to the same sector.

If you are intent on having a complete *Star Wars* set, this one is in the shops now at £29.95.

THE VERDICT

Proof that basing a game on a successful film is no guarantee of a good cartridge.

- Action 2
- Graphics 3
- Addition 1
- Theme 5

THE JURY'S JUDGEMENT

Here's how our Joystick Jurors judge the new games we put to the test each issue. The sentences can be very severe!

Action: Will the cartridge put your joystick skills to the ultimate test – or will you simply fall asleep over your video game centre as the game plays itself!

Graphics: Did the programmer have a very bad case of snow-blindness – or do the graphics really knock your eyes out?

Addition: Will you miss breakfast, dinner and tea just to play this game? Or would you rather watch *Game for a Laugh*?

Theme: Have you seen this somewhere before – or is it the most original concept of all time?

Our Joystick Jury foreman would like to point out that any game that gets several 'two joystick' marks isn't really worth plugging in!

A STEAL AT THE PRICE!



4

GREAT
SPECTRUM
GAMES
JUST

£1.99 EACH

"IT'S A GEM . . ."

said Popular Computing Weekly when they reviewed our graphic adventure "RUBY RUNABOUT" at its original price of £6.95. Now that we've added it to our new "SOFT PRICE" series, it's got to be a steal!

OUR OTHER GAMES ARE GREAT VALUE TOO!

TEXAS TS199/4A at £6.95 each:

TOMBS OF MYCLOPS (Adventure in ext basic) MINEFIELD (Arcade action)

DRAGON 32 at £5.50 each:

PRATFALL PEARLY (Graphic Adventure) STAR CARGO (Arcade action)

ASK FOR SCORPIO GAMES AT YOUR LOCAL COMPUTER SHOP or order post free direct from:

SCORPIO SOFTWARE 11 FENNEL STREET,
MANCHESTER M4 3DU. Tel: 061-834 2292

Trade & dealer enquiries
welcome

High quality programs required
for all popular computers

(03/43)

- * STAR SEARCHER
- * CODE BOOK CAPER
- * DECOR WRECKERS
- * RUBY RUNABOUT

YES—IT'S CEDRIC'S BIG

£1.00 OFF
VOUCHER!!

Cedric says Hello and Thank You for all his friends and supporters at the Solihull PCG Easter Show (especially the guy who said he had a brother-in-law called Cedric!!)

JUST LOOK AT THESE BIG GAME BARGAINS FOR THE ZX SPECTRUM!!!

BIGTIME Cedric's zany adventures set in the music world: Adventure fun for ALL the family—you need a good sense of humour to play this one! Bigtime—48K Spectrum.

JUST £4.90!

CRUISE ON Arcade cruise missile fun—over 45 screens before you crack it—no five-minute wonders here! Watch out for the CND supporters, enemy attacks and, yes, you guessed it—Cedric! 48K Spectrum.

JUST £4.90!

CUBEWORD Intellectual fun for all the family—an absolute must for crossword fanatics. This game features a six-sided crossword and free to enter competition. For Any Spectrum.

JUST £2.99!



These games are only in shops in the Plymouth area—so don't miss out. Send today and obtain your very own CEDRIC. Use Cedric's £1 voucher when you buy two games or more! Cheques and POs to:

MUSHROOMSOFT
FREEPOST CEDRIC,
PLYMOUTH

NO STAMP REQUIRED

VISION STORE

South London's
Largest Software
Centre

We stock over 1,000
programs on cassette, cartridge
and disk for most micros.

Continuous
Demonstrations

NOW INTEREST FREE CREDIT

ON Micro Computers and Peripherals from

BBC • Acorn • Commodore • Sinclair •
Atari • Dragon • Texas • Oric • Epon •
Seikosha • Star • Shinwa • etc . . .

Call in or phone for full details.

GAMES • EDUCATIONAL • BUSINESS

Just a small selection of our vast inventory of software is shown here. We carry all the popular titles of arcade games for all the leading Micro Computers. Plus educational programs for 5 year olds to 'O' level standard and Business application software.

TOP SELLING SOFTWARE

NEW RELEASES JUST IN

Program	Supplier	Machine	
Solo Fight	—	CBM 64	£14.95
Pytron	—	Spectrum	£9.95
Trashman	New Generation	Spectrum	£5.95
Forbidden Forest	Cosmi	CBM 64 BBC	£8.95
Dungeon	Level 9	Spectrum/64	£7.95
Adventure	Dunell	64/BBC	£9.95
Scuba Dive	Analog	Spectrum/64	£6.95
Space Pilot	Wilcox	CBM 64	£7.95
Blue Thunder	Software Projects	Spectrum	£5.95
Jet Set Willy	Software Projects	Spectrum	£5.95
Twin Kingdom	Spectrum/64/BBC		£9.95
Valley	Bug Byte	Digital	£7.95
Fighter Pilot	Integration	Spectrum	£7.95

Program

Smoocher
Android II
Space Shuttle
Hell Gate
Joust
Zaxxon
Simulator II
Fred
Blepper
Dragons Bane
Hunchback
Revenge of the
Mutant Camel
Manic
Miner-64
Cherquered Flag
International
Soccer
The King
Alchemist

Supplier

Visions
Vortex
Microdeal
Llamosoft
Atari
VIC-20
Atari (cart)
CBM 64
(cass/disk)
Atari/64
(cass/disk)
Sublogic
Quicksilver
Aligata
Quicksilver
Spectrum/64
Ocean
CBM64
Software Projects
Phion
Commodore
Microdeal
Imagine

Machine

Spectrum/64/BBC
Spectrum
Atari/64
Spectrum
VIC-20
Atari (cart)
CBM 64
(cass/disk)
Atari/64
(cass/disk)
Sublogic
Quicksilver
Aligata
Quicksilver
Spectrum/64
Ocean
CBM64
Software Projects
Phion
Commodore
Microdeal
Imagine

Program

Pole Position
Zaxxon
Space Shuttle
Zaxxon
Chauques Egg
Atic Atari
Kong
Smoocher
Flight Zero-
one-five
Fort Apocalypse
Shamus
Zork I III
Temple of Aposh
Manic Miner
Jet Pac
Penetrator
Barrier Attack
Skyhawk
Crazy Kong
Dragon
Spectrum

Supplier

Atari
Datassoft
Microdeal
AARDVARK
A and F
Ultimate
Analog
Acornsoft
VIC-20
Showcase
Showcase
Infocom
Ejpy
Bug-Byte
Ultimate
Melbourne
House
Manic Miner
Quicksilver
Interceptor

Machine

Atari
Atari
Electron
BBC
Spectrum/BBC
Spectrum
CBM64
BBC
VIC-20
Atari/CBM64
Atari/CBM64
Atari/CBM64
(Disk/Cass)
Spectrum
VIC-20
Spectrum
VIC-20
VIC-20
VIC-20

£29.95

£14.95

£8.00

£6.95

£5.95

£5.50

£7.95

£9.95

£6.95

£24.95

£24.95

£29.95

£29.95

£5.50

£5.50

£6.95

£7.95

£6.95

£6.00

Vision Store KINGSTON
3 Eden Walk Precinct, Kingston, Surrey.
Tel: 01-546 8974

Vision Store CROYDON
96-98 North End, Croydon, Surrey.
Tel: 01-681 7539

A COMPLETE PACKAGE - ALL THIS FOR £499!

- * 80K* RAM (Exp to 144K)
- * Full Stroke Keyboard
- * 256K Data Storage Unit
- * Daisywheel Printer
- * Built-in Word Processing
- * Buck Rogers Arcade Game
- * Colecovision Compatible



ADAM

THE NEW

QUITE SIMPLY - VALUE FOR MONEY!

If you're looking for real value in a computer system, one which can handle anything from serious Word Processing to enhanced Colecovision style video games such as Buck Rogers, look no further. The Coleco Adam is here with a package which will make you wonder if you're dreaming when we tell you about it. A price breakthrough in computer systems, Adam is comprised of an 80K RAM memory console* with a built-in 256K digital data drive, a professional quality, stepped and sculptured 75 key full-stroke keyboard, a letter quality daisywheel printer and a full word processing program built into the Console. Two additional pieces of software, Smart BASIC and also Buck Rogers - Planet of Zoom (the ultimate in advanced video games), are included as well as a blank digital data pack. Adam can be used with any domestic colour Television set.

MEMORY CONSOLE/DATA DRIVE: The heart of the Adam system is the 40K ROM and 64K RAM memory console which combines with the 32K ROM and 16K RAM in Colecovision to give you a total of 72K ROM (including 24K cartridge ROM) and 80K RAM (expandable to 144K). Built into the memory console is a digital data drive which accepts Adam's digital data packs, a fast and reliable mass storage medium that is capable of storing 256K of information, that's about 250 pages of double spaced text! The console is also designed to accommodate a second optional digital data drive.

FULL STROKE KEYBOARD: The Adam keyboard has been designed as a professional quality keyboard that combines ease of use with an impressive array of features. It is stepped and sculptured for maximum efficiency and has 75 full stroke keys which include 6 colour coded Smart Keys which are redefined for each new application, 10 command keys which are dedicated to the word processing function, and 5 cursor control keys for easy positioning of the cursor at any point on the screen. You can attach a Colecovision controller to the keyboard to function as a numeric keypad for easy data entry. It can also be held like a calculator, a feature which makes working with numbers particularly easy. The joystick part of the hand controller can be used in the same way as the cursor control keys, to move the cursor around the screen.

LETTER QUALITY PRINTER: The SmartWriter letter quality daisywheel printer is a bi-directional 80 column printer which prints at a rate of 120 words per minute. It uses standard interchangeable daisywheels, so a variety of typewriters are available. The printer has a 9.5-inch wide carriage for either single sheets or continuous fan-fold paper and uses standard carbon ribbons. It is comparable to many printers which cost as much as the total Adam package. The printer can be used either with the Adam's SmartWriter word processing program or as a stand alone electronic typewriter.

BUILT-IN WORD PROCESSOR: Adam comes with SmartWriter word processing built-in. This program is so easy to use that you only have to turn the power on and the word processor is on line and ready to go. Detailed instruction books are not necessary as the Computer guides you step by step, working from a series of Menu commands. It enables you to type in text, then completely edit or revise it with the touch of a few keys. Changes are readily made and you type queries from the computer confirm your intentions, so that you can continuously double check your work as you analyse.

COMPATIBILITY WITH COLECOVISION: By using high speed interactive microprocessors in each of the modules, the Coleco Adam is designed to take additional advantage of both the 32K ROM and 16K RAM memory capability in the Colecovision. If you do not already own a Colecovision Console (£396 inc VAT), then you will need to purchase this when you initially purchase your Adam Computer package (£499 inc VAT), making a total purchase price of (£596 inc VAT).

WHAT IS COLECOVISION: Colecovision is one of the worlds most powerful video game systems, capable of displaying arcade quality colour graphics of incredible quality on a standard Colour TV set. The console (see picture bottom left) accepts 24K ROM cartridges such as Turbo and Zaxxon and is supplied with the popular Donkey Kong cartridge and a pair of joystick controllers. Colecovision has a range of licensed arcade hits available such as Golf, Carnival, Cosmic Avenger, Mouse Trap, Labyrinth, Venture, Smart, Pepper II, Space Panic, Looping, Space Fury, Mr Do, Time Pilot, Wizard of Wor and many others. So there you have it, Adam plus Colecovision the unbeatable combination. Send the coupon below for your FREE copy of our 12 page Colour brochure giving details on the complete Adam system.

SILICA SHOP LTD, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Tel: 01-309 1111 or 01-301 1111

ORDER NOW - OR SEND FOR A FREE COLOUR BROCHURE

To: SILICA SHOP LTD, Dept CVG 0784, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Telephone: 01-309 1111 or 01-301 1111

LITERATURE REQUEST:

- ☐ Please send me your FREE 12 page colour brochure on Colecovision/Adam
☐ I own a Videogame ☐ I own a Computer

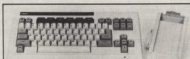
Mr/Mrs/Ms: Initials: Surname:

Address:

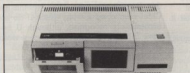
Postcode:

ORDER REQUEST:

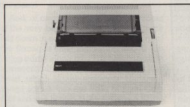
- Please send me: ☐ Adam (add-on package only) £499 inc VAT
☐ Adam & Colecovision (£499 + £99) £598 inc VAT
- ☐ I enclose Cheque/P.D. payable to Silica Shop Limited
☐ CREDIT CARD - Please debit my Access/Barclaycard/Visa/Am Ex/Diners Club
 Card Number:



75 KEY FULL STROKE KEYBOARD



MEMORY CONSOLE & DATA DRIVE



DAISYWHEEL PRINTER



COMPREHENSIVE INSTRUCTIONS



COLECOVISION GAMES CONSOLE



Quo Vadis?

Dawn is breaking over the Great Plain. Not a bird sings. Not an insect hums. But U awakes to a wiffing, snuffling sound—quite gentle—but enough to bring the hairs on the back of U neck to a bristly awareness! But it is only the AGAS—fast asleep. U blow on him and he stirs, muttering: "If U look at Question One, U'll see what U need". "Eh? What?", and instantly awake, he adopts his official voice: "Now look here", he puffs, "I was given a message for U last night but U dropped off before U could read it. U had better read it now because I think it is very important for Ur next problem". And so saying, he hands U a grubby scrap of computer printout with the legend:

KCJA SEA TCKL SECS QAS SEFQ OUAQS upon it (it was written in a curious script as if by an ancient hand, but U manage to make out the characters without trouble).

A TRUM plucks at Ur shoelace. "Sir or Miss", the pathetic little voice exclaims (U

can see that it is really straining to be heard amongst the noise of bees humming). "I've been told by the AURIC to make sure U have Ur key with U and that U'd jolly well better not have lost it 'cos U'll need it as soon as U've looked through this issue of C&VG". Breathless with exertion and probably out of memory, the TRUM hands U a specially bound copy of the very issue U are looking at right now (there has to be a loop in all this?).

"What am I looking for, TRUM?" U say. "I don't know exactly, Sir or Miss, but I know there was talk of a listing which would help U". Here the TRUM was heard by a passing AVG to mutter to itself that it had always thought that ships listed when they were on the point of sinking!

At this point, the KEWL appears looking quite put out. He is bearing a plastic tablet from which he reads in a high piping voice:

This question will give U a problem! Since U don't quite know yet what it is ...

When U've found what to do to create it,

U'll know that the answer's a whizz ... One word I'll require from U only. If changed it could be a firm name. U'll need to work hard on Ur micro. Now U're getting the gist of the game!

So listen U close to the Dragon When he's talking alone in his lair. The question could be what U've loaded,

Provided U've typed it with care.

((a)..... And of course, being a very U U, U see the answer at once!

There follows a panic. U have very carefully put away the essential form on which the Mandarin of Herbal Hill require U to send Ur answers on but have forgotten where U put it!

But as ever, the Chief comes to the rescue: "Clumsy! U dropped this out of Ur rucksack when U made camp. Without this, U are in the deep" (at this the Chief mentioned a word which U do not immediately recognise, although U believe U heard Ur father use such a word when dropping a brick on his foot).



There is an atmosphere of excitement about the whole plain. The news is out that U have made the distance to the last two tests. Nobody has ever done this before, so U are already something of a celebrity and there are armies of BVGs and TRUMS crowding into the plain to watch the final struggle between U and the Dragon. The Mandarin of Herbal Hill are seen unloading strange boxes from a bike-drawn trailer (? Bike-Drawn?) marked with strange hieroglyphs such as COLE CO and A DAM. They are setting these up as if for a sacrifice. U, perhaps?

But bustling about and just loving to control the milling throng is the good PC. Wiping his truncheon on a convenient piece of Dried Fruit, he shouts: "Now 'old on a minute. Let's 'ave a... bit of order about the place. U are not there yet young 'un. U can't even get a crack at the Big One until U crack the next in line—and I'm the chap with the clues!" So, pompously, the PC produces a scroll from his tunic and reads to the enthralled multitude:

Child Harold sparked his fame abroad,
But human child he bore
To follow close and help applaud
The genius found in 4!

A mighty language now is named
In honour of this lass.
Her name in full shall U proclaim
If not, U cannot pass!

((a)).....
"And mind U it's the FULL name", he says in satisfaction at his fine Yard-trained oratory. "Else I might have to take Urs...!" departing with this pearl of wit, chortling and guffawing to the astounded company!

And, of course, being a worthy student of the very best in English verse, U track this down in no time at all! But the sound of the throng is now increasing and U are being borne along by all Ur new friends in a westerly direction towards the Big Red Road which again confronts U. U are swept across into the Plain of Final Conflict and see before U the fearsome figure of the Dragon of Herbal Hill.

The stage is set. The AURIC is holding forth, chanting: "Odeon Dime Rising", the AGAS is floating above the crowd, yelling: "Midi Goose Dinner" and the AVGs are swooping around, trying to get the best viewing position for the final demise of U. After all, no-one has ever beaten the Dragon... The BVGs are being really difficult in burrowing up at the front and creating pot-holes into which the Chief keeps tripping. PC is controlling, KEWL is in his element, looking for all the world like a modern day version of Toad of Toad Hall and the world awaits U. Just like a Roman arena. And U are now feeling just a little unsure now that the moment has arrived.

"Now then", says the Chief, stepping into the centre of things and raising a quelling hand. "This is it. U have done

very well and I am here to see fair play in this contest". The multitude quietened down and hung on his every word. "The rules of this contest are very simple", says the Chief. "Young U here has to solve the final riddle and shout out the answer to me before the Dragon can fry him with a blast from his fiery breath. The Dragon, being elderly and somewhat short of wind, takes an appreciable time to inhale enough air to produce a suitably hot belch with which to crisp junior here."

"In this time, U have to solve the final problem, grab the sword, recognise all those strange sayings which have been appearing throughout, write down the famous words and claim the treasure. If U fail, then Old Toasty will incinerate the treasure into lumps of hot plastic and fried chips (!) and, more seriously, will probably give the Mandarin a hard time for frivolous opponent matching!"

U are ushered into the Plain. The Dragon looks at U with rheumy eyes and takes a few surreptitious breaths to give himself an unfair chance. The crowd is silent and the AURIC moves into the space between U and the Dragon. In 'speaking' mode, it incants:

"U've stayed the course with honour bright.

Comes now the final test.
Two things U'll need to slay the beast
And finalise Ur quest.

The quartered field where now U stand

THE PRIZES

The first two people to solve the *Quo Vadis?* quest will win a complete Coleco Adam computer system worth over £700. This package has been causing quite a stir in the States and comes complete with a 75-key professional keyboard, an add-on called the Memory Module which plugs into the Coleco video game console, and a superb letter quality printer.

10 runners-up will each get a copy of the album performed by the band called Mainframe — the people behind the mind boggling mystery that is *Quo Vadis?*

Five more runners-up will receive a wonderful C&VG "The Champ" t-shirt for their efforts. So don't delay enter today!

Belongs to Dexter Chief,
The weapon, ready for Ur hand,
Completes the map's relief."

"U've recognised the noble shape
Encompassed by Ur path,
Defends against the fiery breath
Now blowing fierce its wrath.
But quick, look down at motto's scroll
See there the words U crave.
U've seen then mixed oft times before.
They'll keep U strong and brave"

"Shout loud the motto, swing the blade,
The Dragon howls in pain.
U've saved the C and Vg's base
In Herbal Hill domain.

Write now these words and so define
For questor judges true
Ur right to claim the treasure trove
Quo Vadis? now means U!"

((a)).....
"Go!", shouts the Chief. The Dragon starts to swell as it takes in a huge breath. Its eyes protrude and its nostrils dilate with this superdragon effort. U glance about U sharply, taking in the scene. Trying to maintain Ur composure, U suddenly see that the shape spoken of in verse two is very familiar to U. And all is immediately clear. Obeying the instructions instantly, U find the scroll and shout the words at the top of Ur voice to the Chief, just as Old Grillo is turning purple with his huge intake of air and is about to eject a deadly blast of flame....

"STOP!", cries the Chief, "U have done it!" and turns the hoses on the Dragon to cool him off. "All hail to the Deliverer! Let the people rejoice! U have slain the Dragon (metaphorically speaking) and must now claim Ur treasure!"

And so saying, he leads U away to be crowned and anointed and to be offered a job as a junior sub-ed on C&VG, a post very similar in responsibility to that of the PM. And the Dragon, now looking somewhat damp, retires to El Vino's and the Press Club for solace. The Chief gathers Ur answers neatly together for framing and leads U to the Treasure....



Quo Vadis?

Now, this is where you get to put all that brain work you've been doing over the past three months into action. Just fill in the spaces we've left for your answers and rush the entire coupon off to Quo Vadis?, Computer and Video Games, Durrant House, 8 Herbal Hill, London, EC1R 5EJ. Closing date for entries is July 16th. The editor's decision is final and no correspondence will be entered into. All entrants must complete the entire Quo Vadis? quest.

MAY'S QUESTIONS

1. a)
.....
b)
.....
2. a)
.....
b)
.....

JULY'S QUESTIONS

6. a)
.....
7. a)
.....
8. a)
.....

Now you've filled in all the answers, there's just a bit more to do before you send off this page to us here at C&VG—and here it is . . .

Name

Address

.....

.....

.....

JUNE'S QUESTIONS

3. a)
.....
b)
.....
4. a)
.....
5. a)
.....

and thus the Beast:

- b)
.....



Quo Vadis? was brought to you by MAINFRAME, the unusual rock/pop band whom you may well have seen on *Saturday Superstore* and *Tomorrow's World* recently. Mainframe is Murray Munro, 21 and John Molloy, 23. They are a two-piece synthesiser/guitar/computer band producing some exciting music and they are also creating a considerable stir with their Apple-based Digital Sound Sampling Device, used both in live shows and on record. They have already created one quest which is part of their current LP called *Tenants of the Lattice Work*. This quest has the terrific prize of a golden "M"—worth £2,500. The record should be available in larger record stores and W. H. Smith, but if you have trouble getting hold of Mainframe's record and fancy having a crack at their quest why not write to: MC2 Music, 24 Missenden Drive, Hemel Hempstead, Hertfordshire HP3 8QR.



Are you ready to step beyond the arcade?

THE WIDTH OF THE WORLD

Illustrated adventure game program by Simon Gould
with the SF story by Ian Watson

The world was expanding... people were disappearing... Ian Watson's dramatic story leaves a riddle that only you can solve.

You are Alan Roxbury, husband of the 'late' Sarah Roxbury who vanished ten years ago. All that time you have been waiting for the world to widen again. That time has now come. You must discover an exit point, find Sarah and bring her home....



Available for the:
Spectrum 48K

ISBN 946855 01 3

£9.95 BOOK/CASSETTE PACK

IN THE BEGINNING

Program by
Humphrey Walwyn

Starting life as a humble molecule in the Pre-Cambrian age, you progress through this exciting ten-level game to the Dawn of Early Man - if you are clever enough! Create the ideal fish, play a new kind of 'Snap', judge climates for your gradually evolving creature. An original combination of puzzles, arcade action and computerized board games.

Available for the: **Commodore 64**
ISBN 946855 00 5



£6.95 CASSETTE

BEYOND THE ARCADE

Adventures and Wargames on
your Computer

Nicholas Palmer

Tired of zapping aliens?
Bored by avoiding blobs?

You're ready for more advanced computer games, ready to step *Beyond the Arcade*. This is a critical guide to the growing world of adventure games, wargames, games of strategy, games to play at home and games to play by mail.

Covers games available for all the most popular home computers.



ISBN 946855 03 X

£6.95 BOOK

Published by Mosaic Publishing Ltd



Marketed by John Wiley & Sons Limited

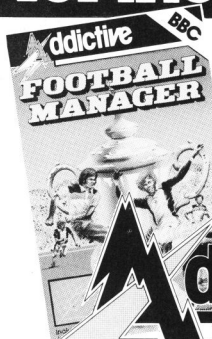
Available from your bookseller/computer dealer

Or order from: John Wiley & Sons, Dept PM, Baffins Lane, Chichester, Sussex PO19 1UD

Please send:	The Width of the World	Spectrum 48K	£9.95 <input type="checkbox"/>	Beyond the Arcade	pb book	£6.95 <input type="checkbox"/>
	In the Beginning	Commodore 64	£6.95 <input type="checkbox"/>	More information on Mosaic titles		<input type="checkbox"/>
To: (name & address)					
Payment enclosed (postage and packing free) or please charge to my					
Credit Card No: American Express/Diners Club/Barclaycard/Access					
Expiry date Please allow 14 days for delivery					

The No.1 Football Game Now available for the BBC model 'B'

BBC Model 'B'
ZX81 16K
ZX Spectrum 48K



Football Manager

Designed by Kevin Toms

This outstanding game of skill and strategy is now widely available and you can join the many thousands of satisfied customers who have purchased the game. This is no five minute wonder – you will be playing this game for hours over many weeks (we know – our customers tell us!).



Kevin Toms

Some of the features of the game:—

- ★ Matches in 3D graphics ★ Transfer market
- ★ Promotion and relegation ★ F.A. Cup matches
- ★ Injury problems ★ Full league tables
- ★ Four Divisions ★ Pick your own team for each match
- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

Addictive

★ ZX81/Chart
Home Computing Weekly 212 84

Programmers

We want your software
Send us a sample, if
accepted, we will supply
generous royalties plus
cash advances plus free
advice from Kevin
Toms!!

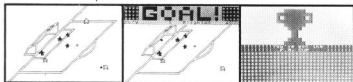
Comments about the game from press
and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro... To the ordinary person it is an excellent view of what can be done in the field of computer games... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could... The

originator, Addictive Games, certainly deserve the name." Rating: 19/20 [Practical Computing – August 1983].

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems... [Personal Computer Games – Summer 1983].

Versions coming soon for
Commodore 64
Dragon, Oric
and Atmos.



Action from the Spectrum version

"I am writing to say what a great game it is. I have spent over 45 hours on it." [Mr. D. Fearn – Gloucestershire.]

Available from computer software stockists nationwide, including **ADDICTIVE** & **John Menzies**

Prices: BBC Model B £7.95
Spectrum 48K £6.95
ZX81 16K £5.95

(N.B. 3D GRAPHICS ARE NOT INCLUDED IN THE ZX81 VERSION)
Overseas orders add \$1.50

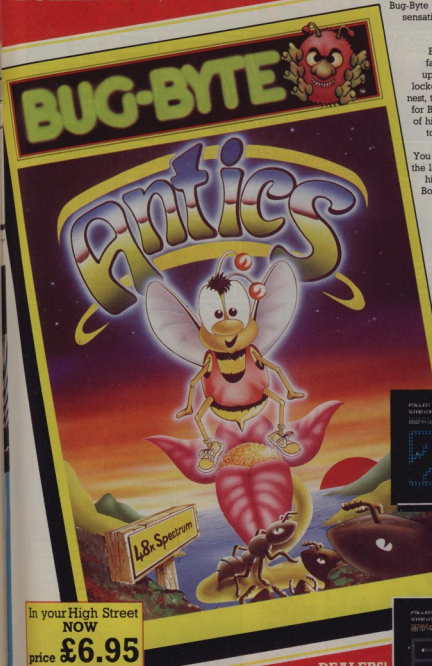
To order by mail (p&p free) send cheques or postal orders to:

Addictive Games

7A RICHMOND HILL BOURNEMOUTH BH2 6HE

Dealers! For urgent stocks send your headed notepaper direct to our address.

THE GAME THAT WILL GET YOUR SPECTRUM BUZZING AGAIN!



In your High Street
NOW
price **£6.95**



DEALERS!
Get set for the swarm
that's about to hit your shop,
and order now! Registered Dealers
can order direct from: CBS Distribution on 01-960 2155
or contact us direct on 051-709 7071

Bug-Byte welcome in the Summer with the
sensational follow-up to the best-selling
'BIRDS AND BEES' ... ANTICS!

Boris Bee, the original hero of the
famous arcade game has been set
upon by a vicious gang of ants and
locked away, somewhere within their
nest, to await a terrible fate. Fortunately,
for Boris, help is at hand in the shape
of his cousin, Barnabee, who is about
to launch a daring rescue mission.

You control Barnabee as he searches
the labyrinthine ants nest in search of
his missing friend. Can you rescue
Boris and guide him back to safety,
or will you perish underground?

ANTICS is a cartoon style maze
game, with slick, machine code
action, riveting sound effects and
joystick compatible.



Bug-Byte Ltd., Mulberry House,
Canning Place, Liverpool.

THERE is no doubt about it. The PiMan is your original 22 carat video game cult hero. He's not exactly the Boy George of computer games, nor a slightly cute Johnny Rotten.

The PiMan is hip. To be a fan of the PiMan is to be a real man with a loathing of quiche lorraine in all its ghoulish manifestations.

And speaking as real men, and real women too, the C&VG team are proud to be known as PiManiacs.

The trademark of the PiMan is his razor sharp wit which slashes through everything that the computer games business throws at him—from Imagine's advertising to C&VG's Golden Joystick Awards.

ENTERING all these numbers will take some time and you'll probably want to do them over a period of a few hours or even days. First you'll need to type in the Basic loader program which sets up everything for you. When you've done this, save it on tape with the name "graphics".

When you run the program, it will start by setting up the user defined graphics for you.

Nothing is sacred.

His reign as Clive James to the games business began two years ago when the quest for the Golden Sundial of Pi was revealed exclusively in C&VG.

PiMania has been driving the country's adventure freaks to distraction. One enthusiast was so convinced he had cracked the game that he jetted off to Bethlehem on New Year's Day to collect his prize. It wasn't there.

It's not just the £6,000 trinket that keeps the PiMania ball rolling. As anyone who has ever played a prize game will know, it's the glory and satisfaction of knowing you cracked it first that keeps you glued to the screen into the small hours.

When the program says "enter line number", type in the five-digit number at the start of the first line and press enter. The program will ask you to enter the data. Type the eight numbers on that line and separate each with a comma. Don't put a comma at the end of a line. So you'll need seven commas for each line of eight numbers. Press enter and the computer will ask you for the next line number. Carry on typing in the

lines like this until you've finished them all.

When you've finished, you'll need to save it all. To do this, enter zero when asked for a line number. The program will then stop and you can type the save command. This is: SAVE "olympics" CODE 27928,4650.

To run the game, load the graphics, then load the machine code and finally type RANDOMIZE USR 27928. The two LOAD

Since PiMania, a flurry of prize games has been launched—*Krackit*, *The Code*, *The Prize* and *Split!*, to name but a few.

None of these feature the cheeky pink personage of the PiMan who has been known to turn up at computer fairs to promote his games.

The PiMan's agent, Automata UK, has since launched two other games starring their celebrity. PiBalled is the PiMan's version of Q*bert and Pi-Olympics—of which we have a free screen published here for your enjoyment—is what the PiMan did at the Summer Olympics. Yes, the PiMan was there even if the Russians were not.

More news of the PiMan's antics will be featured next month.

commands are both LOAD ""CODE.

If you get tired with all that typing ahead of you then you can save as much as you've done and come back to it later. To do this, enter zero as a line number and type SAVE "olympics" CODE 27928,4650.

When you feel like doing some more typing, load the Basic loader program, then LOAD ""CODE to load in your efforts so far and then GOTO 180 to carry on. Don't forget to save the whole thing when you finish.

You must save the program before running it. If you don't, and you happen to have made a mistake typing in the numbers, then the machine may crash and you'll have to start again at the beginning.

If the game doesn't seem to be running correctly then you'll need to check that you've typed all the numbers correctly. You can do this by loading in the following program and then your tape of the game:

```
10 FOR X = 27928 TO 32571
20 PRINT X,PEEK(X)
30 NEXT X.
```

This will print out all the numbers on the screen so that you can check them. In the left hand column is the address in memory of the number and on the right is the number itself. Read down the right hand column and if you find any mistakes then note the right and left numbers on a piece of paper. To make the changes, you'll need some pokes. For each mistake type:

POKE left hand number, the correct right hand number.

For example, if the machine prints 32768,55 but it should really be at 65 instead of 55, then type POKE 32768,65. When you've done all the POKES then you'll need to re-save the correct version of the game by typing SAVE "olympics" CODE 27928,2650.

Hopefully, all will be well.

```
35 clear 27927
37 dim d(8)
40 rem first the user defined graphics
50 for x=1 to 9
60 read a$
70 for y=0 to 7:read d:poke usr
a$+y,d:next y
80 next x
90 data "a",85,85,255,255,255,255,
255,255
100 data "d",0,0,0,14,23,22,60,32
110 data "e",2,15,63,255,
255,24,10,4
120 data "f",0,0,4,42,216,0,0,0
130 data "h",0,0,24,0,126,0,126,0
140 data "i",247,0,251,0,118,0,60,0
```

```
150 data "s",0,0,32,84,43,0,0,0
160 data "t",64,240,252,255,255,
24,80,32
170 data "u",0,0,0,112,232,104,60,4
175 save "graphics" code usr"a",26*8
180 rem now all those numbers
190 input "enter 5-digit line number";a
195 if a=0 then stop
200 for x=1 to 8
202 input ("and number";x);d(x)
203 next x
210 for x=a to a+7
220 poke x,d(x-a+1)
230 next x
240 goto 190
ready.
```

27928	255	243	197	213	229	245	205	46
27936	109	241	225	209	193	251	201	109
27944	118	27	3	19	0	62	58	20
27952	111	17	184	80	205	208	109	58
27960	187	254	17	185	80	205	208	109
27968	62	10	17	186	80	205	208	109
27976	58	22	111	17	187	80	205	208
27984	109	58	23	111	17	188	80	205
27992	208	109	58	24	17	189	80	205
28000	208	109	58	24	111	17	190	80
28008	205	208	109	58	25	111	17	191
28016	80	205	208	109	58	25	111	60
28024	60	50	25	111	254	10	192	62
28032	0	50	25	111	58	24	111	60
28040	50	24	111	254	10	192	62	0
28048	50	24	111	58	23	111	60	50
28056	23	111	254	10	192	62	0	50
28064	23	111	58	22	111	60	50	22
28072	111	254	6	192	62	0	50	22
28080	111	58	21	111	60	50	21	111
28088	254	10	192	62	0	50	21	111
28096	58	20	111	60	50	20	111	254
28104	6	192	62	0	50	20	111	201
28112	237	83	48	111	17	128	61	33



28120	0	0	60	61	202	230	109	1
28128	8	8	9	195	219	109	25	6
28136	8	237	91	48	111	126	18	35
28144	20	16	250	201	62	15	237	71
28152	237	94	201	62	62	237	86	237
28160	71	201	6	6	33	20	111	175
28168	119	35	16	251	201	0	0	0
28500	7	224	1	248	60	150	112	14
28508	96	6	234	7	192	3	192	3
28516	192	3	192	3	224	7	96	6
28524	112	14	60	60	31	248	7	224
28532	0	0	3	192	31	248	60	60
28540	112	14	96	6	224	7	192	3
28548	192	3	224	7	96	6	112	14
28556	60	60	31	248	3	192	0	0

28564	0	0	0	0	7	224		
28572	31	248	56	28	96	192	3	
28580	192	3	96	6	56	28	31	248
28588	7	224	0	0	0	0	0	0
28596	0	0	0	0	0	0	0	0
28604	0	0	31	248	127	252	224	7
28612	224	0	27	52	31	248	0	0
28620	0	0	0	0	0	0	0	0
28628	0	0	0	0	0	0	0	0
28636	0	0	0	0	0	0	255	255
28644	255	255	0	0	0	0	0	0
28652	0	0	0	0	0	0	0	0
28660	33	28	112	6	5	197	126	87
28668	35	126	95	237	83	46	111	35
28676	126	87	35	126	95	237	205	124
28684	126	225	193	35	125	254	188	202
28692	236	112	16	225	195	242	112	0
28700	175	96	111	84	175	112	111	116
28708	175	128	111	148	159	104	111	180



28716	159	120	111	212	175	96	111	116
28724	175	112	111	148	175	128	111	180
28732	159	104	111	212	159	120	111	180
28740	175	96	111	148	175	112	111	180
28748	175	128	111	212	159	104	111	180
28756	159	120	111	148	175	96	111	180
28764	175	112	111	212	175	128	111	180
28772	159	104	111	148	159	120	111	116
28780	175	96	111	148	175	112	111	180
28788	175	128	111	148	159	104	111	116
28796	159	120	111	84	175	96	111	180
28804	175	112	111	148	175	128	111	116
28812	159	104	111	84	159	120	111	116
28820	175	96	111	148	175	112	111	116
28828	175	128	111	84	159	104	111	116

28836	159	120	111	148	175	96	111	116
28844	175	112	111	84	175	128	111	116
28852	159	104	111	148	159	120	111	180
28860	33	69	69	34	12	88	34	44
28868	88	33	71	71	34	14	88	34
28876	46	88	33	68	68	34	16	88
28884	34	48	88	33	70	34	77	77
28892	88	34	109	88	33	65	65	34
28900	79	88	34	111	88	195	244	111
28908	33	28	112	195	242	112	6	20
28916	14	255	58	8	92	254	83	202
28924	204	116	13	194	246	112	16	240
28932	195	247	111	0	0	0	0	0
28940	0	0	0	0	1	0	0	0
28948	0	0	0	0	1	0	0	0
28956	0	0	0	0	65	78	68	82



28964	69	87	32	32	32	32	0	0
28972	1	1	0	0	0	0	0	0
28980	77	69	76	32	32	32	32	32
28988	32	32	0	0	0	1	0	0
28996	0	0	0	0	67	72	82	73
29004	83	84	73	65	78	32	0	0
29012	1	1	0	0	0	0	0	0
29020	67	65	82	79	76	32	32	32
29028	32	32	0	0	1	1	0	0
29036	0	0	0	0	82	79	66	73
29044	78	32	32	32	32	32	0	0
29052	0	0	0	0	0	0	0	0
29060	0	0	0	0	0	0	237	115
29068	120	105	237	123	120	105	175	50
29076	11	113	17	15	113	33	20	111
29084	1	6	0	237	176	62	8	50
29092	106	92	33	102	113	229	17	12
29100	113	14	3	26	71	126	144	250
29108	242	113	202	188	113	242	228	113
29116	35	19	13	32	238	14	6	26
29124	71	126	144	40	6	242	242	113

OLYMPIANIA
48K SPECTRUM £6
M/C ARCADE ACTION

CRUSOE
48K SPECTRUM M/C
GRAPHICS & TEXT
ADVENTURE £6

BARTZ
48K SPECTRUM £6
Animated Pub Game

PIBALLO
48K SPECTRUM £6
M/C Arcade Classic

PLEYED
48K SPECTRUM £6
M/C Comedy Arcade

GO TO JAIL
48K SPECTRUM £6
Classic Family Game

MORRIS THE BIKERS
ANY SPECTRUM £6
M/C Arcade Challenge

TA!

ORIGINAL WORKS OF ART FROM
AUTOMATA
(THE PIMAN'S SOFTWARE HOUSE)
27, HIGHLAND ROAD, PORTSMOUTH, PO4 9AD HANTS

24 Hour credit card HOTLINE 0705 735242 and from selected wholesalers & software shops near you.

29132	250	228	113	35	19	13	194	195
29140	113	195	242	113	225	17	20	0
29148	237	82	125	254	166	194	169	113
29156	58	11	113	254	1	202	239	113
29164	195	42	114	195	170	115	62	1
29172	50	11	113	225	229	55	17	19
29180	0	237	90	235	35	1	20	0
29188	237	176	17	20	0	237	82	17
29196	12	113	235	1	10	0	237	176
29204	235	17	30	0	237	82	125	254
29212	166	202	35	114	195	169	113	33
29220	2	113	229	195	170	115	225	62
29228	7	50	141	92	205	107	13	33
29236	60	92	203	134	62	19	215	62
29244	1	215	62	7	33	89	116	62
29252	16	215	62	6	215	62	22	215



29260	120	215	62	13	215	126	215	35
29268	4	120	254	11	194	73	114	62
29276	5	33	84	116	62	120	215	62
29284	7	215	62	22	215	16	215	62
29292	15	215	126	215	35	4	120	254
29300	11	194	96	114	6	5	33	90
29308	116	62	16	215	62	2	215	62
29316	22	215	120	215	62	17	215	126
29324	215	35	4	120	254	11	194	125
29332	114	6	7	33	96	116	62	16
29340	215	62	3	215	62	22	215	120
29348	215	62	21	116	126	215	35	4
29356	120	254	11	194	154	114	62	16
29364	33	32	113	197	22	2	215	193
29372	215	62	5	215	62	22	215	193
29380	197	120	215	122	215	126	215	35
29388	20	122	254	12	194	186	114	193

29396	17	10	0	237	90	4	4	120
29404	254	23	194	183	114	6	13	33
29412	22	113	62	16	215	62	6	215
29420	62	22	215	120	215	62	13	215
29428	126	14	48	129	215	17	20	0
29436	237	90	4	4	120	254	23	194
29444	230	114	6	13	33	23	113	62
29452	16	215	62	7	215	62	22	215
29460	120	215	62	15	0	126	14	48
29468	129	215	20	0	215	237	90	0
29476	4	120	254	23	194	11	115	6
29484	13	33	24	113	62	16	215	62
29492	2	215	62	22	215	120	215	62
29500	17	215	126	14	48	129	215	17
29508	20	0	237	90	4	4	120	254
29516	23	194	48	115	14	13	33	25
29524	113	62	16	215	62	3	215	62



29532	22	215	121	215	62	21	215	126
29540	6	48	128	215	35	126	6	48
29548	128	215	62	58	215	35	126	6
29556	48	128	215	35	126	6	48	128
29564	215	35	62	58	215	126	6	48
29572	128	215	35	6	48	126	128	215
29580	17	15	0	237	90	12	12	121
29588	254	23	194	85	115	6	3	33
29596	12	113	175	119	35	16	251	195
29604	188	112	241	195	202	115	62	7
29612	50	72	92	50	141	92	205	107
29620	13	225	17	30	0	237	90	34
29628	225	205	44	116	6	92	203	134
29636	225	205	44	116	6	92	203	134
29644	50	8	92	58	8	92	254	0
29652	202	207	115	254	12	202	4	116
29660	254	13	202	30	116	245	14	13

29668	145	250	166	115	120	254	20	202
29676	166	115	62	22	215	62	10	215
29684	120	215	241	119	35	215	62	45
29692	215	62	8	215	4	195	202	115
29700	5	120	254	9	202	200	115	43
29708	62	8	215	62	45	215	62	32
29716	215	62	8	215	62	8	215	195
29724	202	115	120	254	20	42	114	116
29732	62	32	119	35	4	195	62	22
29740	229	33	100	116	6	96	62	22
29748	215	62	6	215	175	215	126	215
29756	35	16	251	62	22	215	62	10
29764	215	62	10	215	62	45	215	62
29772	8	215	225	201	71	79	76	68
29780	83	73	76	86	69	82	66	82
29788	79	78	90	69	84	73	77	69
29796	32	32	87	69	76	76	32	68
29804	79	78	87	69	76	76	32	68
29812	72	65	86	69	32	65	32	72



29820	73	45	83	67	79	82	69	32
29828	32	32	80	76	69	65	83	69
29836	32	69	78	84	69	82	32	89
29844	79	85	82	32	78	65	77	69
29852	32	79	78	32	84	72	69	32
29860	32	32	32	32	79	76	89	77
29868	80	73	67	32	83	67	82	79
29876	76	76	32	79	70	32	72	79
29884	78	79	85	82	46	32	32	32
29892	201	0	0	0	0	0	0	0
29900	205	2	110	62	4	50	19	111
29908	62	1	50	30	111	50	6	91
29916	50	57	91	205	250	118	205	251
29924	117	175	50	29	111	60	50	54
29932	91	33	60	92	203	134	237	91
29940	64	91	205	124	126	205	24	121
29948	205	60	117	254	15	204	166	117
29956	205	60	117	254	30	204	147	117
29964	205	60	117	254	26	40	25	205



108	118	205
18	58	25
117	24	29
118	24	197
118	24	189
230	31	201
58	63	91
167	125	205
237	123	120
229	205	126
3	195	43
24	91	195
91	121	15
168	111	121
126	201	58



29972	60	117	254	27	204
29980	60	117	254	11	40
29988	91	254	30	202	188
29996	205	147	117	205	108
30004	205	166	117	205	108
30012	1	254	239	237	120
30020	205	167	125	24	176
30028	254	101	40	169	205
30036	20	125	205	198	125
30044	0	0	0	0	0
30052	1105	175	50	20	91
30060	117	225	254	68	40
30068	118	42	26	91	34
30076	249	116	237	75	24
30084	15	15	79	230	224
30092	230	3	238	88	103

30100	63	91	254	101	40	6	62	40
30108	50	63	91	201	62	100	50	63
30116	91	201	58	63	91	254	101	200
30124	254	100	40	6	62	100	50	63
30132	91	201	62	101	50	63	91	201
30140	17	122	105	205	124	126	58	54
30148	91	60	50	54	91	254	40	40
30156	25	254	40	24	254	40	40	40
30164	21	205	251	109	58	57	91	60
30172	50	57	91	254	4	40	110	195
30180	223	116	62	7	33	0	119	24
30188	49	62	12	33	0	79	24	42
30196	62	17	33	0	39	24	35	62
30204	2	50	43	111	62	101	50	63
30212	91	62	2	50	24	91	175	50
30220	25	91	33	3	119	34	46	11
30228	245	91	33	91	205	124	126	195
30236	237	109	50	24	91	175	50	25
30244	91	34	46	111	195	68	117	205
30252	251	109	55	17	248	126	205	124



30260	126	33	1	0	58
30268	22	0	205	181	3
30276	37	34	46	111	62
30284	223	116	195	47	118
30292	6	1	58	57	91
30300	12	254	2	40	6
30308	40	1	43	120	119
30316	205	209	118	17	248
30324	126	58	91	254	100
30332	254	101	40	62	24
30340	126	205	20	125	205
30348	3	205	230	118	205
30356	20	125	205	198	125

47	111	95
42	46	111
16	188	202
33	14	113
254	1	40
43	254	3
195	142	113
126	205	124
100	40	6
30	205	34
34	126	6
198	125	205
205	209	118

30364	205	198	125	201	205	34	126	205
30372	20	125	205	34	126	6	5	205
30380	230	118	205	198	125	205	20	125
30388	205	198	125	205	209	118	205	198
30396	125	201	205	34	126	205	34	126
30404	205	198	125	205	198	125	237	91
30412	64	91	205	124	126	46	0	6
30420	1	17	0	0	96	197	205	181
30428	3	193	4	120	254	5	194	213
30436	118	201	197	205	20	125	193	16
30444	249	201	1	0	4	162	144	50
30452	56	91	205	239	119	201	58	19
30460	111	61	50	19	111	254	0	202
30468	81	118	62	7	50	72	92	62
30476	0	211	254	62	0	50	42	111
30484	205	107	13	62	67	205	32	120
30492	33	184	126	34	64	91	33	216
30500	126	34	66	91	58	57	91	254





30508	1	40	6	254	2	40	56	24
30516	111	33	0	151	34	8	111	33
30524	24	127	34	252	110	62	70	50
30532	40	111	62	50	1	111	111	205
30540	47	120	205	247	120	62	17	50
30548	1	111	33	0	39	34	8	111
30556	205	247	120	62	1	50	10	111
30564	205	213	119	205	238	118	201	33
30572	0	151	34	8	111	62	3	50
30580	1	111	205	47	120	62	8	111
30588	1	111	33	0	159	34	1	111
30596	205	247	120	62	17	50	1	111
30604	33	0	39	34	8	111	205	47
30612	120	205	247	120	62	1	50	10
30620	111	205	213	119	205	238	118	201

30628	33	0	159	34	8	111	62	2
30636	50	1	111	205	47	120	205	247
30644	120	62	17	50	1	111	33	0
30652	39	34	8	111	205	47	120	205
30660	226	119	205	247	120	205	213	119
30668	205	238	118	62	3	50	10	111
30676	201	205	166	120	34	17	111	42
30684	46	111	34	15	111	201	205	166
30692	120	34	13	111	42	46	111	34
30700	11	111	201	33	60	92	203	134
30708	62	19	215	62	17	215	62	16
30716	215	120	245	62	12	215	121	215
30724	62	175	215	6	32	58	56	91
30732	215	16	250	241	6	5	128	254
30740	215	200	24	230	6	4	33	0
30748	24	14	176	119	35	13	32	231
30756	88	247	201	58	120	92	71	62
30764	16	254	12	204	66	120	61	16
30772	6							



30780	248	50	2	111	24	62	9	5
30788	201	58	120	92	71	62	9	254
30796	23	204	88	120	60	16	248	50
30804	22	111	24	8	62	8	201	33
30812	2	111	52	201	205	186	120	42
30820	3	111	58	2	111	95	22	0
30828	237	90	17	0	88	237	90	58
30836	0	111	119	35	119	17	31	0
30844	237	90	119	35	119	58	1	111
30852	254	8	204	91	120	42	6	111
30860	58	2	111	79	6	0	175	129
30868	16	253	79	6	0	237	74	34
30876	46	111	237	91	252	110	205	124
30884	256	201	205	186	120	42	3	111
30892	2	111	95	22	20	0	237	90

30900	17	0	88	237	90	201	175	50
30908	4	111	58	1	111	245	6	21
30916	144	232	241	120	241	245	6	16
30924	144	252	235	120	241	6	8	144
30932	252	229	120	58	1	111	6	32
30940	79	175	129	16	253	50	3	111
30948	201	62	0	50	4	111	201	62
30956	1	50	4	111	201	62	2	50
30964	4	111	201	58	120	92	71	62
30972	20	254	26	204	11	121	60	16
30980	248	50	2	111	195	96	120	62
30988	19	201	0	0	0	0	0	0
30996	0	0	0	0	205	36	121	205
31004	87	122	195	66	121	195	91	121
31012	6	10	58	63	91	79	13	194
31020	42	121	16	246	201	175	50	31



31028	111	201	62	2	50	31	111	201
31036	62	3	50	31	111	201	58	31
31044	111	254	3	202	49	121	254	2
31052	202	60	121	254	1	202	54	121
31060	62	1	50	31	111	24	198	205
31068	226	123	221	33	136	126	62	8
31076	221	119	1	58	10	111	254	1
31084	40	123	58	29	111	254	1	202
31092	176	121	42	11	111	36	124	254
31100	48	202	163	121	254	40	204	201
31108	121	34	11	111	34	46	111	205
31116	80	122	58	10	111	254	3	40
31124	84	42	27	111	34	46	111	33
31132	136	126	35	62	16	119	201	62
31140	1	50	29	11	24	6	175	50
31148	29	111	224	190	42	11	111	37
31156	124	254	31	40	241	254	39	204
31164	217	121	34	11	111	34	46	111
31172	205	80	122	24	197	229	42	13
31180	111	17	32	0	237	82	62	70
31188	119	35	119	225	201	229	42	13



SABRE WOLF

ULTIMATE
PLAY THE GAME

48K SINCLAIR ZX SPECTRUM
£9.95



COMMODORE 64 HUNGRY HORACE Just when you thought computer games had nothing more to offer, here comes Horace for your Commodore 64. Hungry Horace creates havoc in the park as he picks the flowers, annoys the guards and steals their lunch. "Defining your own maze simply adds to the enjoyment of a great game." — PC Games



COMMODORE 64 HORACE GOES SKIING The sequel to the very successful Hungry Horace. Our hero attempts winter sports. First of all he must get to the ski shop, then lumbered with a pair of skis, he has to dodge the traffic once again to reach the snow. Skiing is complete with slalom flags, trees and moguls!



COMMODORE 64 EXPOSED A complete and comprehensive guide that clearly explains every function of your Commodore 64 from BASIC to Machine Language. Includes full details on advanced programming, graphics and sound. "A real gem. A most comprehensive and necessary publication." — Commodore Magazine

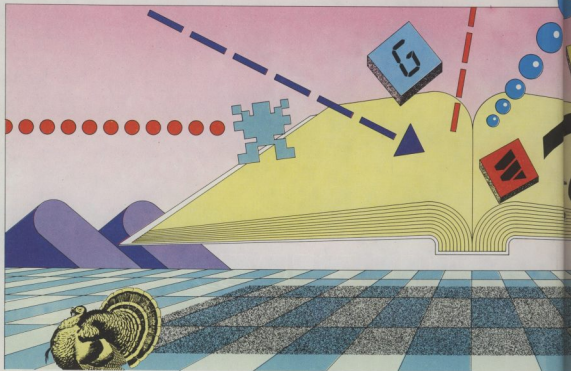


COMMODORE 64 GAMES BOOK Teach your Commodore 64 every trick in the book. 30 programs ranging from nerve-shattering space games to real life adventures. "For a Commodore 64 games enthusiast, this is a must." — Personal Computer News



COMMODORE 64 SOUND & GRAPHICS — Now enables you to use all of the sophisticated sound & graphics capabilities of the Commodore 64 — by explaining the features, involving you in design and coding or a real application and by providing the necessary general purpose machine code routines.

COMMODORE



M E L B O U R N E



CLASSIC ADVENTURE This is the program that started it all! Now you can discover the excitement of Classic Adventure on your Commodore 64, and if you are masterful enough you too could become a Master Adventurer.



THE HOBBIT Visit J.R.R. Tolkien's Middle Earth with The Hobbit. The most amazing adventure yet devised. "The Hobbit has been transferred to run on the Commodore 64 and what a success it is."

— Which Micro? & Software Review

"1983 will go down in the microadventure history as The Year of THE HOBBIT."

— Popular Computing Weekly



A.C.O.S.+ 36 new BASIC commands for your Commodore 64 covering the fields of cassette input and output, graphics, sound and utility commands. The A.C.O.S.+ program also allows the user to add his own BASIC commands. Includes a free demonstration game.

Orders to:
Melbourne House Publishers
131 Trafalgar Road
Greenwich, London SE10

Correspondence to:
Church Yard
Tring
Hertfordshire HP23 5LU

All Melbourne House cassette software is unconditionally guaranteed against malfunction.

Trade enquiries welcome.

☐ Please send me your free catalogue.
Please send me:

COMMODORE 64

Books

- ☐ Commodore 64 Games Book £5.95
- ☐ Commodore 64 Exposed £8.95
- ☐ Commodore 64 Sound & Graphics £5.95
- ☐ Commodore 64 Machine Language For The Absolute Beginner £6.95

Software

- ☐ Commodore 64 The Hobbit £14.95
- ☐ Commodore 64 Hungry Horace £5.95
- ☐ Commodore 64 Horace Goes Skiing £3.95
- ☐ ACOS+ £8.95
- ☐ Commodore 64 Classic Adventure £8.95
- ☐ Commodore 64 Star Trooper £6.95

VIC 20

- ☐ VIC Cosmonauts £5.95
- ☐ The Wizard and the Princess £5.95

DRAGON 32

- ☐ Hungry Horace £5.95
- ☐ Horace Goes Skiing £5.95

ORIC-1

- ☐ Oric-1/48K The Hobbit £14.95

BBC

- ☐ BBC Model B The Hobbit £14.95

SPECTRUM

- ☐ Spectrum The Hobbit 48K £14.95
- ☐ Spectrum Penetrator 48K £6.95
- ☐ Temor-Dakti 4D 48K £6.95
- ☐ Melbourne Draw 48K £8.95
- ☐ H.U.R.G. 48K £14.95
- ☐ Abersath Forth 48K £14.95
- ☐ Spectrum Classic Adventure 48K £6.95
- ☐ Spectrum Mugby 48K £6.95

All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

Please add 80p for post & pack £ 80

TOTAL £

I enclose my ☐ cheque ☐ money order for £

Please debit my Access card No

Expiry Date

Signature

Name

Address

Postcode

Access orders can be telephoned through on our 24-hour ansafone (01) 858 7397.

CVG



H O U S E

HOVER BOVER, REVENGE
AND NOW

SHEEP IN SPACE



Llamasoft

AWESOME GAMES SOFTWARE



SL

THE LATEST CBM 64 WORK BY JEFF MINTER AVAILABLE FROM LLAMASOFT

LLAMASOFT SOFTWARE, 49 MOUNT PLEASANT, TADLEY, HANTS, ENGLAND.

31196	111	17	32	0	237	82	62	67
31204	119	35	119	225	201	58	30	111
31212	254	1	40	38	42	15	111	36
31220	124	254	48	40	16	254	40	204
31228	48	122	34	15	111	34	46	111
31236	205	80	122	24	140	62	1	50
31244	30	111	24	6	175	50	30	111
31252	24	211	42	15	111	37	124	254
31260	9	40	144	254	33	204	64	132
31268	34	15	111	34	46	111	205	80
31276	122	195	149	121	229	42	17	111
31284	17	32	0	237	82	62	70	119
31292	35	119	225	201	229	42	17	111
31300	17	32	0	237	82	62	67	119
31308	35	119	225	201	17	24	127	205
31316	124	126	201	205	247	123	205	247
31324	123	58	42	111	254	1	204	171
31332	122	58	43	111	254	2	204	130
31340	123	254	1	202	73	123	58	34



31348	111	61	50	34	111
31356	22	62	8	50	34
31364	111	43	34	32	111
31372	40	121	254	80	204
31380	32	111	6	8	203
31388	22	43	203	22	43
31396	3	1	237	90	16
31404	42	111	254	3	200
31412	245	122	205	226	123
31420	35	62	8	119	62
31428	111	42	44	111	37
31436	34	46	111	124	254
31444	229	42	123	92	17
31452	90	235	225	205	124
31460	121	62	67	50	111
31468	89	62	3	50	42

254	0	32
111	42	32
125	254	66
171	122	42
38	43	203
203	22	17
238	201	58
254	0	204
33	136	126
1	50	42
34	44	111
71	40	17
56	0	237
126	195	149
89	50	143
111	195	149

31476	121	33	120	87	34	44	111	62
31484	69	50	111	89	50	143	89	50
31492	175	89	201	62	1	50	43	111
31500	33	160	64	34	32	111	62	9
31508	50	111	62	16	215	62	3	3
31516	215	58	91	254	2	204	109	109
31524	123	62	215	62	10	215	16	175
31532	215	6	3	62	32	215	16	251
31540	62	22	215	62	5	215	62	0
31548	215	62	162	215	62	163	215	62
31556	164	215	205	116	123	58	34	111
31564	61	50	34	111	254	0	204	208
31572	123	42	32	111	6	8	203	62
31580	35	203	30	35	30	35	203	62
31588	35	203	30	35	30	35	203	62
31596	201	62	19	215	62	0	215	201
31604	62	19	215	62	1	215	201	62
31612	17	215	62	0	215	201	175	50
31620	43	111	33	95	72	34	32	111
31628	62	9	50	34	111	62	16	215



31636	62	3	204	215	58	55	91	245	254
31644	4	123	123	123	241	241	254	2	204
31652	109	123	62	22	22	215	62	5	215
31660	62	29	215	62	32	32	215	62	32
31668	215	62	32	215	62	215	62	215	62
31676	10	215	62	29	215	62	215	62	215
31684	62	148	215	62	149	8	215	205	116
31692	111	42	32	111	35	34	32	34	111
31700	111	42	32	111	35	34	32	34	111
31708	125	254	189	40	161	201	42	46	124
31716	111	34	27	111	201	205	82	124	43
31724	62	3	24	2	62	2	50	43	43
31732	111	24	14	205	226	123	58	43	43

31740	111	254	2	40	232	254	3	40
31748	235	42	35	111	34	46	111	33
31756	38	111	53	175	190	202	155	124
31764	30	16	237	75	46	111	213	205
31772	170	34	209	203	62	35	203	30
31780	35	203	30	33	47	111	53	29
31788	32	232	195	149	121	42	40	111
31796	58	0	88	119	43	119	45	119
31804	17	32	0	237	90	119	35	119
31812	35	119	17	122	105	205	124	126
31820	205	82	124	195	149	121	62	9
31828	50	38	111	62	71	50	37	111
31836	17	226	88	33	0	119	205	102
31844	124	201	237	83	40	111	34	35
31852	111	34	46	111	68	77	205	170
31860	34	36	36	36	35	35	126	234
31868	0	194	10	125	58	37	111	235
31876	119	43	119	43	119	17	32	0



31884	237	90	119	35	119	35	119	237
31892	91	64	91	205	124	126	201	62
31900	8	50	38	111	42	35	111	17
31908	8	0	237	90	34	35	111	34
31916	46	111	125	254	240	202	49	124
31924	24	66	58	39	111	254	0	62
31932	0	50	39	111	237	91	64	91
31940	204	204	124	205	124	126	24	10
31948	62	1	50	39	111	237	91	66
31956	81	201	42	40	111	35	34	40
31964	111	58	37	111	119	58	0	88
31972	43	43	43	17	32	37	111	237
31980	90	119	35	35	35	35	35	111
31988	119	195	20	124	237	75	35	35
31996	205	170	34	35	35	36	36	36
32004	36	126	254	0	40	172	205	149



32012	121	195	97	117	0	0	0	0
32020	175	50	20	91	58	25	91	254
32028	30	200	42	24	91	34	26	91
32036	195	101	125	42	26	91	36	34
32044	24	91	6	8	197	205	24	121
32052	58	47	111	245	30	16	237	75
32060	46	111	213	205	170	34	209	203
32068	42	35	203	30	35	203	30	58
32076	47	111	61	50	47	111	29	194
32084	58	125	241	50	47	193	16	204
32092	111	60	50	46	111	91	58	25
32100	201	62	1	50	50	91	58	24
32108	91	60	60	50	25	91	58	24
32116	91	60	50	24	91	30	14	237
32124	75	46	111	120	67	152	71	205
32132	170	34	35	35	126	254	0	194
32140	97	117	29	123	245	254	7	204

32148	159	125	241	254	255	194	123	125
32156	195	39	125	58	24	91	61	50
32164	24	91	201	58	0	91	254	0
32172	62	0	50	0	91	237	91	64
32180	91	204	188	125	205	124	126	201
32188	62	1	50	0	91	237	91	66
32196	91	201	175	50	20	42	24	24
32204	91	34	26	91	195	241	125	42
32212	26	91	44	34	24	91	6	8
32220	197	205	24	121	58	47	111	61
32228	50	47	111	17	248	126	205	124
32236	126	193	16	236	201	62	3	50
32244	50	91	58	24	91	60	60	50
32252	24	91	237	75	46	111	120	6
32260	20	144	71	205	58	34	126	254
32268	0	194	97	117	58	25	51	60
32276	50	25	91	35	126	254	0	194



32284	97	117	195	211	125	0	0	175
32292	50	20	91	42	24	91	34	26
32300	91	195	78	126	42	26	91	45
32308	34	24	91	6	8	197	205	24
32316	121	58	47	111	60	50	47	111
32324	17	248	126	205	124	126	193	16
32332	236	201	62	4	50	50	91	58
32340	24	91	61	50	24	91	237	75
32348	46	111	62	5	128	71	205	170
32356	34	126	254	0	194	97	117	58
32364	25	91	60	30	25	91	35	126
32372	254	0	194	97	117	195	91	126
32380	42	46	111	229	58	16	245	237
32388	0	204	170	126	62	34	26	119
32396	75	46	111	205	170	47	111	61
32404	35	19	26	119	58			

32412	50	47	111	19	241	61	194	138
32420	126	225	34	46	111	201	235	17
32428	32	0	25	235	62	1	50	6
32436	91	201	0	0	3	128	7	64
32444	7	64	7	240	3	184	7	152
32452	13	192	10	224	26	240	26	248
32460	27	120	12	120	7	240	6	96
32468	12	56	15	0	3	128	7	64
32476	7	64	7	252	3	220	7	128
32484	13	192	10	224	26	48	29	216
32492	30	56	15	248	7	240	3	128
32500	3	128	3	224	0	0	0	240
32508	1	248	1	232	1	252	7	246
32516	31	194	63	140	127	252	127	129
32524	127	241	31	255	3	0	126	0
32532	92	0	0	0	0	0	255	25
32540	255	255	24	24	24	24	24	24
32548	24	24	24	24	24	24	24	24
32556	24	24	24	24	24	24	24	24
32564	24	24	24	24	0	0	0	0





...Beam us down to A&F Software!



	CM64	BBC	ELECTRON	DRAGON	SPECTRUM
CHUCKIE EGG	£7.90	£7.90	£7.90	£7.90	£6.90
CYLON ATTACK		£7.90	£7.90		
JUNGLE FEVER					£6.90
PHARAOS TOMB		£7.90	£7.90		



AVAILABLE FROM ALL GOOD
COMPUTER SHOPS

John Menzies



Selected Stores

Unit 8, Canalside Industrial Estate,
Woodbine Street East, Rochdale, Lancs.
OL16 5LB. Tel: 0706 341111



Sold subject to A & F Software Ltd. Full terms and conditions available on request

THE CHALLENGE IS WITHIN YOUR GRASP



Compatible
with
Atari
Commodore
Spectrum

With the vast range of games now available for home computers each holds a different challenge. Now there are three Competition-Pro Joysticks in the Kempston range that will come to your aid and improve your playing capabilities. Your movements will become quicker, with finger poised over the fire button at the ready, your scores will be out of this world. Playing will be so much easier! If you're serious about the challenge your computer presents then you shouldn't be without a Kempston Competition-Pro Joystick.

NEW PRO 1000

Ergonomically designed handle and base • 8-way arcade quality leaf switches for precision control • 5 foot cable to allow more comfortable playing positions • Rubber return for smooth control • Rubber protector pads on base • Base fire bar for left or right hand control •

PRO 3000

NEW

All the winning features of the Pro 1000 plus top fire button for precision one handed play • trigger fire button for true arcade realism •

SEE US ON STAND 135

AT THE COMPUTER FAIR
- LONDON

SPECTRUM
JOYSTICK
INTERFACE
£11.50

PRO 5000
£13.50

PRO 3000
£12.75

PRO 1000
£10.99



TRADE
ENQUIRIES
WELCOME

Most items are available from W H Smith, Boots, Spectrum Computer Centres and good computing shops or direct from.

PRO 5000

Again all the winning features of the Pro 1000 but incorporating true craftsmanship plus large 1 1/4" control knob for comfortable play • Unique tapered shaft for maximum sensitivity • Dual independent fire buttons • Nylon covered steel shaft for maximum robustness

KEMPSTON JOYSTICK INTERFACE FOR THE ZX SPECTRUM

Allows the use of any Atari/Commodore type joystick with the popular ZX Spectrum computer. With well over 100 games on the Spectrum now compatible with the joystick this is a must for any Spectrum owner who wants the power of a joystick added to the power of the Spectrum. Simply plugs into the edge connector at the back of the Spectrum. No modifications necessary.

Some games you can buy were produced before Joysticks were available for the ZX Spectrum. With the aid of Kempston conversion tapes these games can now be played with any of the Kempston range of joysticks



CONVERSION TAPE I

- Converts: Horace Goes Skiing, Hungry Horace, Flight Simulation (Sinclair), Arcadia, Penetrator, Spectres

CONVERSION TAPE II

- Converts: Orbiter, Escape, Tank, Centipede, Spectral Invaders, Cruising on Broadway, Frenzy

CONVERSION TAPE III

- Converts: Ah Diddums, Jumping Jack, Molar Maul, Androids, Horace And the Spiders, Space Raiders, Winged Avenger, Muncher

All £4.95 each

KEMPSTON
MICRO-ELECTRONICS LTD

Unit 30 Singer Way, Woburn Road Industrial Estate,
Kempston, Bedford, MK42 7AF Tel: (0234) 855633 Telex: 826078 KEMPMI G

Four Summer Specials

**NEW
RELEASES**

LES FLICS
ARCADE ADVENTURE FOR SPECTRUM 48K

**Allo? Ah ahm Unspectel
Claudeau of the Sureté....**

**AVAILABLE
19th May**



£6.95



QUARK COMMODORE 64

QUARK

3D SPACE SIMULATION for Commodore 64

**AVAILABLE
2nd June**

You have total control of your astro fighter. Taking off from the planets surface, find the enemy base and attack, but watch your fuel and don't forget to keep back of your carrier ship - your only source of energy whilst in space.

The long range scanners show six rogue fighters dropping into a touch on the planet surface - you'd better get down there now before they get close to the main reactor on the planet.

- FEATURES:**
1. Full Cockpit Display including all Astro Indicator, 16 Speed Indicators, 16 Gun/Target, 16 Astrol Radar.
 2. 360° Fuel Level at 16000000.
 3. Scanner Display for take off and landing.
 4. Moving and rotating planet, 6. Enemy battles 5. Bombers 6. Two bases.
 7. Music.
 8. 3 Level Difficulty.

£7.95



MAXIMA
ARCADE ACTION FOR
MEMOTECH
500/512

**PSS LAUNCH
MEMOTECH SOFTWARE**

MAXIMA is certain to become a best seller for the Memotech. It is a graphically superb game that has you opposing 16 different varieties of aliens, each with its own formation and attacking patterns.



£6.95

The First Major Software House to introduce programs for the Memotech 500/512

**AVAILABLE
21st April**

BATH TIME
ARCADE ACTION FOR COMMODORE 64

**There has never been a
family game like**

BATH TIME

**AVAILABLE
5th May**



£7.95

FAMILY ARCADE ACTION

FOR COMMODORE 64

The object is to protect a penguin and a fish happily living in their bath. If the water level in the bath gets too high the penguin will swim away; if it gets too low, the fish will die - but watch out for the elephant and the little boy.

R.R.P. £7.95



CONQUEST A tactical game which even veteran players will find both challenging and rewarding.

Mediterranean Europe is divided into grid squares. Your aim, as Emperor, is to gain 100 squares of territory as quickly as possible – at the same time dealing with Barbarian counter-attacks, plagues, civil war and rival Emperors.

5 levels of skill, plus a continuous 'Conquest' game where all the difficulty levels are thrown in together.

3D BAT ATTACK An all action, 3 dimensional maze game where you gather up blocks of gold, at the same time pitting your wits against vicious vampire bats whose only purpose in life is to locate, hunt and kill you.

4 levels of skill. At each level the game gets faster and more complicated, and the vampires more dangerous.



AFTER THESE, THE REST IS KIDS STUFF.

Are you ready for CheetahSoft?

There's only one way to find out.

But be warned: these vampire bats know a good meal when they see one. And our friend with the scythe has had years of experience...

CheetahSoft

Soft we're not

So don't play unless you're ready to play the game for real. Because you'll find there's one sure thing about CheetahSoft: Soft we're not.

£6.95 at all good stores.

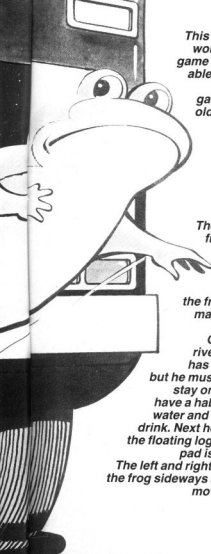


FROGGER

BY NEIL HARDIE

RUNS ON AN ORIC 1 in 16K

```
0 POKE#25A,10:FORA=1TO9:HS$(A)="ORIC-1":  
HS(A)=1000:HI$(A)="ORIC-1":  
HI(A)=1000  
10 NEXTA  
20 CLS:PRINT"DO YOU WANT INSTRUCTIONS (Y  
/N) ?":GETA$:IFA$<>"Y"ANDAS  
<>"N"THEN20  
30 IFA$="Y"THENCALL#F89B:GOSUB2000  
70 CLS:PAPER0:INK7  
80 PRINT:PRINT:PRINT:PRINT:PRINTCH  
R$(4):CHR$(27);:J SELECT A  
L0VEL"  
90 PRINT:PRINT:PRINT:PRINTCHR$(27);:J 1.  
AMATUER"
```

This is a version of the world famous arcade game featuring that lovable little frog Freddy.


The aim of the game is to help poor old Freddy reach the safety of his lily pad at the edge of the river. But before he can curl up at home, he must cross a river and a busy road.

The road is Freddy's first test. There are four lanes of traffic, including huge juggernauts, which the frog must dodge to make it across the stream.

Getting across the river is easy—he just has to catch a turtle—but he must be careful not to stay on too long, as they have a habit of diving under water and leaving him in the drink. Next he must jump on to the floating logs and then his lily pad is only a hop away. The left and right arrow keys move the frog sideways and the space bar moves him forwards.

```
100 PRINT:PRINT:PRINT:PRINTCHR$(27);"J 2
.PROFESSIONAL"
110 PRINTCHR$(4)
120 GETA$:U=VAL(A$):IFU<10RU<2THENAP:GO
TO120
130 FORA=46080+(97*8)1046080+(107*8)-1:R
EADB:POKEA,B:NEXT
140 DATA63,63,63,63,63,63,63,63,0,18,63,
18,18,63,18,0
150 DATA15,18,34,63,63,63,20,0,32,16,0,E
3,63,63,10,4
155 DATA0,7,8,0,31,31,5,2,7,55855,55,63,
63,1,0
160 DATA63,63,63,63,63,63,16,32,62,62,62
,62,62,63,40,16,60,18,17,63
,63,63,10,4
170 DATA1,2,4,63,63,63,20,8
180 FORA=46080+(107*8)1046080+(116*8)-1:
READB:POKEA,B:NEXT
```

```
198 DATA31,31,31,31,31,63,5,2,63,63,63,6
3,63,63,2,1,50,59,59,59,63,
63,32,0
200 DATA0,56,4,4,62,62,40,16,0,0,3,2,15,
31,63,0,1,3,38,60,52,21,~
/
210 DATA3,7,9,9,9,9,7,3,12,30,45,45,30,1
8,18,33,0,32,48,48,48,48,32
,0
220 CLS:PLOT0,14,4:PLOT0,16,3:PLOT0,18,2
:PLOT0,20,1:PLOT0,22,0:PLOT
0,24,5
280 PLOT0,12,0:PLOT0,10,5:PLOT0,8,6:PLOT
0,6,7:PLOT0,4,0
290 SC=0:LJ=3:TIS="aaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaa":TJ=30:Z=1
310 PLOT1,1,"-HOME HOME HOME
HOME
315 PLOT1,2," aaaa aaaa aaaa
aaaa "
320 PLOT1,24,"TIME":PLOT6,24,TI$:PLOT0,
26,2
330@PLOT1,26,"SCORE":PLOT7,26,STR$(SC)
340 PLOT15,26,"LIVES":PLOT12,26,STR$(LI
)
350 PLOT26,26,"HIGH":PLOT31,26,STR$(HI(
1))
360 PLOT1,22,17:PLOT36,22,16:PLOT1,21,"b
bbbbbbbbbbbbbbbbbbbbbbbbbbbbbb
bbbbbb"
370 PLOT1,19,"-----
-----"
380 PLOT1,17,"=====
===== "
390 PLOT1,15,"-----
-----"
400 PLOT1,13,"bbbbbbbbbbbbbbbbbbbbbbbbbb
bbbbbb"
410 PLOT1,12,18:PLOT36,12,16
420 PLOT1,11,"bbbbbbbbbbbbbbbbbbbbbbbbbb
bbbbbb"
430 FORA=10T04STEP-1:PLOT1,A,20:PLOT36,A
,16:NEXT
440 PLOT1,3,"0bbbbbbbbbbbbbbbbbbbbbbbbbb
bbbbbb"
450 A$="efgh j: efgh j: j:
"
460 B$="j: j: j: j: j:
"
470 C$=" klmn cd cd cd
"
480 D$=" cd klmn cd klmn
"
490 E$=" op op op op op 'op
"
490 E$=" op op op op op op
"
500 F$=" qaaa qaaa qaaa
"
510 G$="B op op op op
"
520 H$=" qaaaa qaaaa qaaaa
"
```



```

750 IFK$=" " THENY=Y-2:SC=SC+10:PING
760 IFX=20RX=35THENEXPLODE:L=L-1:WAIT
80:X=20:Y=22
770 IFY=80RY=4THEN820
780 IFY=2ANDSCRN(X,Y)=97THENH=H+1:SHOOT:
X=20:Y=22:SC=SC+50
790 IFH=4THENL=L+1:SC=SC+100:Z=2:TJ$="
aaaaaaaaaaaaaaaaaaaaaaaaaaaa
aa"
800 IFH=41THEN2AP:H=0:X=20:Y=22:TJ=30:GOT
0840
805 IFY=2THENL=L-1:EXPLODE:X=20:Y=22:G
0T0830
810 IFSCRN(X,Y) < 32 THENL=L-1:WAIT100:X
=20:Y=22:EXPLODE:GOTO830ELS
E830
820 IFSCRN(X,Y)=32 THENL=L-1:WAIT100:X=
20:Y=22:EXPLODE
830 IFLI<=0 THENPLOT21,26," 0":GOTO850
840 PLOTX,Y,"r":GOTO540
850 CLS:PRINTCHR$(17):CALL#F89B:A$="ORIC
-FROGGER.
"
860 A$=A$+"By Neil Hardie
"
870 A$=A$+"Sept & Oct 1983.
"
880 A$=A$+"Your score was "
890 FORA=1TOLEN(A$):PRINTMID$(A$,A,1):F
ORB=1TO20:NEXTB:NEXTA:PRINT
SC
900 IFU=2THEN1040
910 IFSC>HS(9) THENA$="Congratulations yo
ur score has "ELSE11
70
920 A$=A$+"Qualified for the ORIC-FROGGE
R.
"
930 A$=A$+"Hall of fame (Amature).
"
940 A$=A$+"Please enter your name
(max. 6 characters
) "
950 FORA=1TOLEN(A$):PRINTMID$(A$,A,1):F
ORB=1TO20:NEXTB:NEXTA:WAIT
00
960 INPUTH$(9)
965 IFLEN(H$(9))>6 THENH$(9)=LEFT$(H$(
9),6)
970 IFLEN(H$(9))<6 THENH$(9)=H$(9)+" "
GOTO970
980 HS(9)=SC:FORS1=1TO9:M=0:FORS2=S1TO9
990 IFHS(S2)<=M THEN1010
000 M=HS(S2):S3=S2
010 NEXTS2
020 H$(S3)=H$(S1):H$(S1)=M:H$=H$(S3):
S$(S3)=H$(S1):H$(S1)=H$
NEXTS1
030 GOTO1120
040 IFSC>H(9) THENA$="Congratulations
your score has "ELSE1

```

**SPECIAL DISCOUNT
TO CLUBS**
(Group Cover - Join Now)

Settle down to trouble free

Computing with M.D.R.[®]

Announcing the birth of the personal information centre . . .

. . . a new concept in intelligent sourcing of computer
suitability to your needs, consultancy,
purchasing, maintenance and repair.

☐ Think of
MDR[®]
like the AA if
you like

☐ Up to 20%
discounts on
purchasing!

Star Bargains!

EPSOM FX80 £318.00
SPECTRUM 48K £99.99

+VAT



☐ Membership
open to
business and
home users!

☐ 24-hour
emergency
service!

☐ 48-hour
replacement
machine
service!

. . . think of MDR[®] when you are about to purchase a micro, peripherals, or software whether it be for your business or pleasure, consult us for just about anything - MDR[®] will provide you with the correct answer for the right decision.
. . . think when your guarantee runs out, on your micro and peripherals, MDR[®] can repair or replace your hardware on the spot!!!

. . . thinking of purchasing? . . . MDR[®] can provide you with the item of your choice at discounted prices of up to 20%!

IMMEDIATE COVER - All for £10.00 membership fee!

. . . remember, if we can't help you, a full refund will be given!

Join now, and settle down to Trouble Free Computing.

HOW TO JOIN

All you have to do is write your name and address on the coupon below enclosing your cheque/P.O. for £10, made payable to: MDR Ltd and you will immediately be eligible for all MDR[®] services.

Please allow 7 days from date of posting.
(A certificate of membership is issued).

Dealer enquiries welcome.



**MDR Ltd,
27 Belleville Road,
London, SW11 6QS
Tel. No. (01) 223 1613**

(Please phone after 2pm as we carry out maintenance during the mornings).

CG11B

Post to: MDR Ltd, 27 Belleville Road, London, SW11 6QS.

Please find enclosed my cheque for £10.00

I understand that I will automatically be eligible for MDR[®] services, and may call 7 days from date of posting and receive the service I require.

NAME

ADDRESS

TEL (Day) TEL (Eve)

I require immediate service on:

☐ PURCHASING

☐ CONSULTANCY

☐ MAINTENANCE

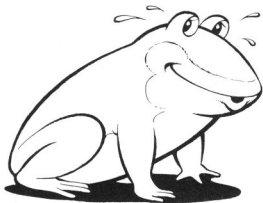
☐ REPAIRS

To help us serve you better, please enclose a brief of the service you require.

```

1050 AS=AS+"Dualified for the CRIC-FROGS
ER.
1060 AS=AS+"Hall of fame(Professional).
1070 AS=AS+"Please enter your name
1080 AS=AS+"(max. 6 characters) "
1090 FORA=1:TOLEN(AS):PRINT MID$(AS,A,1):
FORB=1:TO20:NEXTB:NEXTA:WAIT
1100
1110 INPUT H$(9)
1120 IF LEN(H$(9)) > 6 THEN H$(9) = LEFT$(H$(9),6)
1130 IF LEN(H$(9)) < 6 THEN H$(9) = H$(9) + " "
1140 H$(9) = SC:FOR S1=1:TO9:M=0:FOR S2=1:TO9
1150 IF H$(S2) < M THEN H$(S2) = M
1160 M = H$(S2):S3=S2
1170 NEXT S2
1180 H$(S3) = H$(S1):H$(S1) = M:H$(S1) = H$(S3):
H$(S3) = H$(S1):H$(S1) = M:H$(S1) = H$(S3)
1190 WAIT 100:PRINT CHR$(17):CLS:PRINT "
CRIC-FROGGER. HALL OF FAM
E"
1175 PLOT0,0,1:PLOT0,1,4:PLOT0,2,1:PLOT0
,3,4:PLOT0,4,1:PLOT0,5,4
1176 FORA=1:TO15:PLOT0,A,1:NEXT:PLOT0,16,
4:PLOT0,18,5:PLOT0,19,5
1180 PRINT "-----"
1190 PRINT "AMATEUR PROF
ESSIONAL"
1200 PRINT "-----"
1210 PRINT "RANK NAME SCORE NAME
SCORE"
1220 PRINT "-----"
1230 FORN=1:TO9:PRINT "IN:":HS$(N):
"HS(N):":H$(N):NEXT
1240 PRINT "-----"

```



```

1250 PRINT "PRESS 'Y' FOR ANOTHER GAME"
1260 PRINT "PRESS 'N' TO END"
1270 GETA$:[IF A$ < "Y" AND A$ < "N" THEN] 1270
1280 IF A$ = "Y" THEN RESTORE 150:GOTO 20
2000 PAPER0:INK2:CLS
2010 PRINT:PRINT CHR$(4);CHR$(27);"J";CHR
$(27);"A" DRIC-FROG
GER.
2015 PRINT CHR$(4)
2020 PRINT:PRINT "The object of the game
is to get home";
2030 PRINT "before your mother gets angry
at you ";
2040 PRINT "being late home for tea."
2050 PRINT:PRINT "You start of at the bot
tom of the ";
2060 PRINT "screen. You have to cross a m
otorway ";
2070 PRINT "thus avoiding the cars and lo
ries"
2080 PRINT "you then climb over a fence i
nto a ga-"
2090 PRINT "rden (on the professional lev
el you ";
2100 PRINT "have to avoid the black gates
which ";
2110 PRINT "are closed) you then swim the
river ";
2120 PRINT "avoiding the crocodiles, climb
on the ";
2130 PRINT "logs foot paddling and into y
our home ";
2140 PLOT 7,25,"Press SPACE BAR to conti
nue."
2150 GETA$:[IF A$ < " " THEN] 2150
2160 CLS:PAPER0:INK3
2170 PRINT:PRINT CHR$(4);CHR$(27);"J";CHR
$(27);"D" CONTROLS"
2180 PRINT CHR$(4)
2190 PRINT:PRINT CHR$(27);"A";CHR$(27);"H
KEY FUNCTI
ON"
2200 PRINT "LEFT LEFT"
2210 PRINT "DOWN RIGHT"
2220 PRINT "SPACE BAR UP"
2230 PRINT:PRINT CHR$(4);CHR$(27);"J";CHR
$(27);"D POINTS"
2240 PRINT CHR$(4)
2250 PRINT:PRINT "You get 10 points ever
y time you move";
2260 PRINT "Up. You get 50 points for get
ting home";
2270 PRINT "and 100 points and an extra 1
ife every";
2280 PRINT "4 times home."
2290 PLOT 7,25,"Press SPACE BAR to contin
ue"
2300 GETA$:[IF A$ < " " THEN] 2300
2310 RETURN

```

The very best in arcade action-



is brought to you by Tansoft – the specialists of the Oric-1 and Atmos Computers.

The games that people are fighting for are:-
Defence Force:

Pilot your space-craft through alien territory and fight off the enemy approaching from both sides. 48K. £7.95.

Ultima Zone:

Shoot the Walkons, avoid the bouncing Brunes and battle your way through the satellite zone. 48K. £8.50.

Rat Splat:

A revolting game. Splat the rats in the sewer before they consume the cheese, and destroy the monsters before they consume you! 48K. £7.95.



or let's get down to business!

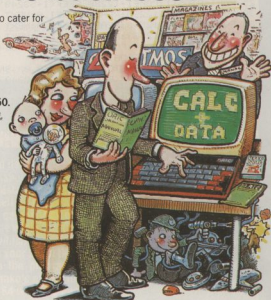
Tansoft produce a wealth of business and utility software to cater for every interest. The 'not so' games-minded people may be coming to grips with:-

Author: A powerful word-processor program which includes word-wrap and word-count. Ideal for letters and reports. 48K. £14.50.

Oric Calc: A full spread-sheet program allows you to sum columns or rows and apply complex formulae. 48K. £14.50.

Oric Cad: A computer aided design program for displaying, rotating, enlarging and shading objects on the screen. 48K. £9.99.

For the full range of Tansoft software – which currently numbers over 20 titles – pick up a catalogue in your local Computer Store or contact Tansoft at Unit 1, The Techno Park, 645 Newmarket Road, Cambridge. Tel. Teversham (02205) 2261.



TANSOFT

You are in the ENTRANCE HALL

GOODS FOR SALE

Your wish...

You have 8 coins

Snaker

```
10 POKE53280,8:POKE53281,8:PRINT"#####PLEASE WAIT:"
15 POKE52,48:POKE56,48:CLR
20 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
25 FORI=0TO511:POKEI+12288,PEEK(I+53248):NEXT
30 FORI=12288TO12295:READA:POKEI,A:NEXT
35 FORI=12504TO12543:READA:POKEI,A:NEXT
40 FORI=12568TO12583:READA:POKEI,A:NEXT
45 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1
50 FORI=632TO894:READA:POKEI,A:NEXT
52 DIMSN(20,1):FORA=0TO20:READSN(A,0),SN(A,1):NEXT
55 V=53248:POKE53272,(PEEK(53272)AND240)+12:POKE2040,13:POKEV+21,1:POKEV+23,1
60 POKEV+29,1:POKEV+39,5:POKE53280,1:POKE53281,1:PRINT"#####";
65 POKEV,160:FORA=0TO112:POKEV+1,A:NEXT:AF="#" # SNAKER #"
70 FORA=1TO11:PRINTSPC(15)MID$(AF,A,10):FORB=1TO50:NEXT:PRINT"J":NEXT
75 PRINT"##### D. ESTALL - SIGMASOFT"
80 PRINT"#####PRESS [G] FOR INSTRUCTIONS"
85 PRINT"#####OR ANY OTHER KEY TO PLAY"
90 GETA$:IFA#=""THEN$0
92 DIMS(100),B(6),C=54272:POKE650,255:HI#="DYNAMO DAVE!":IP=10
95 SC=0:HI=100:I2=RND(-TI):POKEV,0:POKEV+1,0:POKEV+21,0:IFA#="I"THEN$OSUB8000
100 PL=0:POKE53280,13:POKE53281,13:PRINT"#####SCORE:#####";SC:"S", "HIGH SCORE:#####";HI
105 FORA=1064TO1103:POKEA,35:POKEA+54272,9:NEXT
110 FORA=1104TO1944:STEP40:POKEA,35:POKEA+39,35:POKEA+54272,9:POKEA+54311,9:NEXT
115 FORA=1984TO2023:POKEA,35:POKEA+54272,9:NEXT
120 FORA=1117TO1957:STEP40:POKEA,35:POKEA+13,35:POKEA+54272,9
125 POKEA+54285,9:NEXT:FORA=1TO3:POKE1117+40*INT(RND(1)*22),32
130 POKE1130+40*INT(RND(1)*22),32:NEXT:IFTPT40THEN135
131 FORA=1TO20
132 B=INT(RND(1)*880)+1104:IFPEEK(B)>320RB=1187THEN132
133 POKEB,35:POKEB+C,9:NEXT
135 FORA=0TO6
140 B=INT(RND(1)*880)+1104:IFPEEK(B)>320RB=1187THEN140
```



```

145 B(A)=B:POKEB,35:POKEB+C,8:NEXT:FORA=1T0TP+5
150 B=INT(RND(1)*880)+1104:IFPEEK(B)<320RB=1187THEN150
155 POKEB,36:POKEB+54272,2:NEXT:S=1:S(B)=1187:H=30:D=1:POKEB(B),H:POKEB(B)+C,5
157 GOSUB9000
160 GETK#:K=PEEK(56320):IFK#=""ANDK=128THEN185
165 IFK#="W"OR#126THEN#40:H=31:GOTO185
170 IFK#="X"OR#125THEN#40:H=29:GOTO185
175 IFK#="A"OR#123THEN#-1:H=28:GOTO185
180 IFK#="D"OR#119THEN#1:H=30
185 IF#<STHEN#S+1:FORA=STO1STEP-1:S(A)=S(A-1):NEXT:S(B)=S(B)+D:GOTO190
187 POKEB(S),32:FORA=STO1STEP-1:S(A)=S(A-1):NEXT:S(B)=S(B)+D
190 Z=PEEK(S(B)):IFZ=36THEN#GOSUB9000
195 POKEB(1),27:POKEB(1)+C,5:IFZ=35ORZ=27THEN#GOSUB
200 POKEB(B),H:POKEB(B)+C,5:M=0
205 Y=INT(RND(1)*7):IFRND(1)<.5AND(PEEK(B(Y)-1)=32ORPEEK(B(Y)-1)=27)THENM=-1
207 IFM<0THEN#230
210 IFRND(1)<.5AND(PEEK(B(Y)+1)=32ORPEEK(B(Y)+1)=27)THENM=1:GOTO230
215 IFRND(1)<.5AND(PEEK(B(Y)+40)=32ORPEEK(B(Y)+40)=27)THENM=40:GOTO230
220 IFRND(1)<.5AND(PEEK(B(Y)-40)=32ORPEEK(B(Y)-40)=27)THENM=-40:GOTO230
225 GOTO160
230 X=0:IFPEEK(B(Y)+M)<32THENX=1
235 POKEB(Y),32:B(Y)=B(Y)+M:POKEB(Y),35:POKEB(Y)+C,8:IFX=0THEN#160
240 GOTO7000
4999 REM *** FINISHED SCREEN
5000 FORA=1T03:FORB=0T013:POKE53280,B:NEXTB,A:PRINT"8";
5005 FORA=1T024:PRINT" ";
5010 NEXTA:PRINT"#####";
5015 FORA=1984T02023:POKEA,32:NEXT
5020 PRINT"#####CONGRATULATIONS! YOU HAVE FINISHED"
5030 PRINT"#####SCREENS";TP/10
5032 PRINT"#####";TP;"BONUS POINTS!"
5035 PRINT"### GET READY FOR MORE PILL-POUNDING !# #"
5040 SC=SC+TP:TP=TP+10:FORA=1T04000:NEXT:PRINT"8";A#="#####";
5045 FORA=1T04:FORB=1T06:PRINTMID$(A#,B,1);
5050 PRINT" HERE WE GO ! ";NEXTB,A
5055 FORA=1984T02023:POKEA,32:NEXT:FORA=1T050:FORB=14T013STEP-1:POKE53280,B
5060 NEXTB,A:GOTO100
5999 REM *** HIT SNAKE-SNACK
6000 FORA=1T010:FORB=14T013STEP-1:POKE53280,B:NEXTB,A:SC=SC+1:PL=PL+1:S=S+1
6005 PRINT"#####";SC:IFPL=TPTHEN#5000
6010 RETURN
6999 REM *** HIT BLOCK OR HALL!
7000 FORA=1T03:FORB=0T013:POKE53280,B:NEXTB,A:PRINT"8";A#="#####";

```

BY DAVID ESTALL

The game Snakes is almost as old as the grand daddy of computer games — Space Invaders. Hundreds of variations of the game have been published by software companies and magazines, so it's not without good reason that we are printing David Estall's game — we think the screen shot speaks for itself.

The basic aim of the game is similar to most snake games. You must steer the snake around the screen picking up food while avoiding the walls, or running into your tail.

Your progress is made more difficult by the walls which span the screen, leaving you only a few small gaps to manoeuvre your beast through.

Another novel feature which David has added to the program is animated monsters — up to six creatures try to thwart the snake's efforts to feed himself.

Snaker runs on any 64 with one joystick.

RUNS ON A COMMODORE 64

```
0005 FORA=1T04;FORB=1T06;PRINTMID$(A#,B,1);
7010 PRINT "                GAME OVER                                ";NEXTB,A;PRINT";";
7015 FORA=1984T02023;POKEA,32:NEXT
7020 FORL=CTOC+24;POKEL,0;NEXT;POKEC+5,33;POKEC+12,33;POKEC+19,33;POKEC+6,255
7025 POKEC+13,255;POKEC+20,255;POKEC+4,15;POKEC+4,33;POKEC+11,33;POKEC+18,33
7030 FORA=0T02;FORB=8-AT04-ASTEPL-1;POKEC+1,B;POKEC+8,B;POKEC+15,B;POKEC,6
7035 FORL=1T0100;NEXTW,B,A;FORL=CTOC+24;POKEL,0;NEXT
7040 PRINT "SNAKE!";FORA=1T023;PRINT
7045 NEXTA;PRINT "SNAKE!!!!!!!!!!!!!! OH BAD LUCK!"
7050 PRINT "YOU SEEM TO HAVE GOT YOURSELF SOURASHED !";
7055 PRINT "!!!!!!!!!!!!!! YOU SCORED";SC;" POINTS"
7060 IFSC<HITHENGOSUB7100
7062 PRINT "!!!!!!!!!! THE HIGH SCORE IS";HI;" POINTS"
7064 PRINT "!!!!!!!!!! AND WAS SCORED BY ";HI#
7065 PRINT "!!!!!!!!!! PLEASE PRESS ANY KEY TO PLAY AGAIN"
7070 PRINT "!!!!!!!!!!!!!! OR GO TO STOP ;"
7075 GETA$;IFA$<>"Y"ANDAF<>"N"THEN7075
7080 IFA$="Y"THEN7150
7085 PRINT "S";A$="";SC=0;TP=10;GOTO5045
7090 PRINT "                OK, BYE THEN !                            ";NEXTB,A
7095 FORA=1984T02023;POKEA,32:NEXT;FORA=1T04000;NEXT;POKE53280,14
7098 POKE53281,6;PRINT "END:";POKE53272,21;END
7100 PRINT "GOOD GRIEF! YOU HAVE GOT THE HIGH SCORE!"
7105 PRINT "PLEASE TYPE IN YOUR NAME FOR POSTERITY"
7110 INPUT "ENTER YOUR NAME:*****";HI$;PRINT
7115 HI$=MID$(HI$,3);IFLEN(HI$)>12THENHI$=LEFT$(HI$,12)
7117 IFLEN(HI$)=0THENHI$="SOMEONE";GOTO7125
7120 IFRIGHT$(HI$,1)="*"THENHI$=LEFT$(HI$,LEN(HI$)-1);GOTO7117
7125 HI$=SC;RETURN
7150 PRINT "S";A$="";SC=0;TP=10;GOTO5045
7666 END
7999 REM *** INSTRUCTIONS
8000 POKE53280,12;POKE53281,12
8005 PRINT "***** INSTRUCTIONS FOR PLAYING SNAKER *****";
8010 PRINT "*****"
8015 PRINT "IN THIS GAME, YOU HAVE TO MOVE A SNAKE"
8020 PRINT "AROUND THE SCREEN, COLLECTING THE SNAKE-"
8025 PRINT "SNACKS, BUT TRYING TO AVOID TOUCHING"
8030 PRINT "THE WALLS AND THE MOVING BLOCKS!"
8032 PRINT "REMEMBER- DON'T BITE YOURSELF!"
8035 PRINT "THE KEYS YOU USE ARE:"
8040 PRINT "W","OR YOU CAN PLUG"
8045 PRINT "A D","A JOYSTICK IN"
8050 PRINT "X)","PORT TWO,"
8055 PRINT "PLEASE PRESS ANY KEY TO PLAY SNAKER;"
8060 GETA$;IFA$=""THEN8060
8065 RETURN
8999 REM *** MUSIC FOR START OF GAME
9000 FORL=CTOC+24;POKEL,0;NEXT
9005 POKEC+3,8;POKEC+5,41;POKEC+6,89;POKEC+14,117;POKEC+18,16;POKEC+24,143
9010 FORA=0T020;FR=SN(A,0);DR=SN(C,1)
9015 POKEA+4,65;FORT=1TODR*2;F0=FR+PEEK((C+27)/2);HF=INT(F0/256);LF=F0AND255
9020 POKEC,LF;POKEC+1,HF;NEXT;POKEC+4,64;NEXT;FORL=CTOC+24;POKEL,0;NEXT;RETURN
10000 REM *** DATA FOR CHAR'S AND
10005 REM *** SPRITES FOLLOW....
10010 REM
10015 DATA60,66,153,161,161,153,66,60
10020 DATA126,255,255,255,255,255,255,126
10025 DATA30,63,79,255,255,79,63,30
10030 DATA126,255,255,255,219,90,60,24
10035 DATA120,252,242,255,255,242,252,120
10040 DATA24,60,90,219,255,255,126
10045 DATA255,129,169,149,169,149,129,255
10050 DATA60,126,114,78,126,60,60
10055 DATA3,255,190,13,85,65,58,170,129,85,85,85,170,193,213,255,170,106
10060 DATA128,28,53,112,8,15,254,20,0,0,0,0,0,0,0,0,128,192,14
10065 DATA172,176,1,86,111,255,170,53,85,86,26,170,172,13,85,88,3,255,224
10070 DATA9634,2,10207,2,9634,2,8583,2,9634,2,5407,4,9634,2,10207,2,9634,2
10075 DATA9583,2,9634,2,5103,4,9634,2,10207,2,9634,2,8583,2,9634,2,4817,6
10080 DATA10207,6,10207,6,10814,12
```

OLYMPIC SKIER



Thrill to your own Winter Olympics!
Three courses to master: SLALOM,
SKI-JUMP and DOWNHILL! Go for
Gold with this new exciting game
from MR CHIP SOFTWARE.
COMMODORE 64
100% Machine Code.
Joystick or Keyboard £5.99.

SEND FOR DETAILS
OF OTHER GAMES AVAILABLE FOR
SPECTRUM, VIC 20, C64, 64,
AT £1.50!

HOW TO ORDER

To purchase, simply fill in the coupon below, make
cheque/P.O. payable to: MR CHIP SOFTWARE and
post to the address below. All orders despatched by
return or first class post. All prices inclusive of P&P
and 15% VAT.

OVERSEAS ORDERS

Please add £1.00 per game ordered.



MR CHIP SOFTWARE, DEPT. WM6,
9 CAROLINE ROAD, LLANDUDNO,
GWYNEDD LL30 3BL Tel: 0492 79026

Available from W.H. Smith and other good retailers.



* Dealer Enquiries Welcome

* Export Enquiries Welcomed

Access cards taken, order now on 0492 79026 and quote access card
number.

Post to: MR CHIP SOFTWARE, DEPT. WM6,
9 CAROLINE ROAD, LLANDUDNO, GWYNEDD LL30 3BL

Tel: 0492 79026. Please send me:

(No. Reg.) ☐ Details of Other Games
(Olympic Skier at £5.99 each) (Please tick)

I enclose my cheque/P.O. for £

NAME

ADDRESS

Tel (DAY)

Tel (EVE)

ALL GAMES IN
100% M/C

Solar SOFTWARE

51 Meadowcroft, Radcliffe, Manchester
M26 0JP England

QUALITY ARCADE ACTION GAMES FOR THE

COMMODORE 64 at £7.95 each

GALAXIONS

The earth is being invaded by an alien force, the GALAXIONS have arrived from a dying planet, determined to destroy civilization as we know it.

They come in formation, swooping and diving towards the planet earth. You and you alone can save mankind from the terrifying destruction the aliens threaten us with.



much man 64
A fantastic version of this popular arcade game.



Robin to the Rescue

In days of old when knights were bold and the sheriff was in power, to play this game guide Robin Hood, to Marian locked up in the tower.



New Bizz Beezzzz

When teddy to the picnic went there came the smell of honey. So off he went to find the hive to fill his empty tummy. The bees that guard honey pots are sharpening up their stings as teddy fills his empty tum sweet melody's he sings.

£5.95



New Alley Cat



Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are just a few of the hazards you will encounter.

New Bogey Men



Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogey men are out to get you. He must return to the bottom of the screen, avoiding the bogey men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogey men.



UNEXPANDED VIC 20

Super Breakout £5.00 *much man* £5.00
Scrambler £5.00 *GALAXIONS* £5.00
GUN FIGHT £5.00
ASTEROIDS £5.00 *Carven Rider* £6.00

8 & 16K EXPANDED VIC 20

COSMIC FIREBIRDS £7.95

All our games are available mail order P&P included from the above address. Orders sent by return post.

Also available from all good computer shops.

Distribution: P.C.S. Darwen, CENTRE SOFT West Midlands, TIGER Cheshire, LIGHTNING London, LEISURESOFT Northampton, RE COMPUTER GAMES Barnsley, FIVE D SOFTWARE East Haring, COMPUTER WORLD UK Bolton, FERRANTI & CRAIG LTD Wiltshire, VICISOFT Slough, DRAKE DISTRIBUTION Plymouth

FOY CODENAME mat

MAT is mankind's last hope. The desperate plan to place in the mind of a teenager the combined tactical skills of all the planetary leaders in the solar system. Now your mind is MAT's mind. Take control of the USS Centurion Battle Cruiser and Tactical Command Centre to control the planetary defense fleets against the Myon attacks in **MISSION: ALIEN TERMINATION**.



Also from
MICROMEGA:

DEATHCHASE
LUNA CRABS
HAUNTED HEDGES
STARCLASH
All £6.95
for the
16K or 48K
Spectrum

Trade Enquiries:

Microdealer
0727 34351

Websters
0483 62222

Tiger
051 420 8888

Pinnacle
0689 73141

Prism
Micro Products
01-253 2277

MICROMEGA

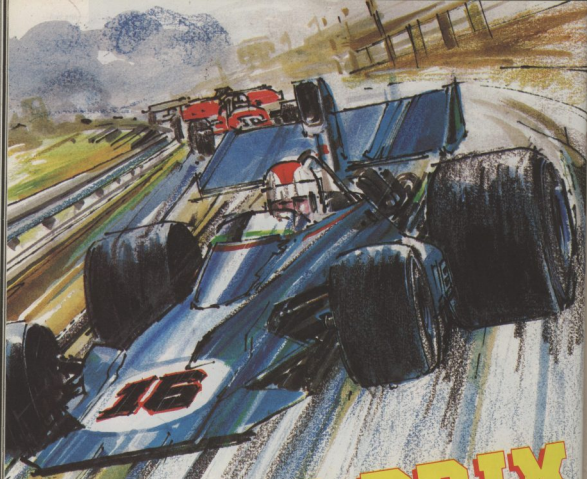
**3-Dimensional arcade strategy
on the 48K Spectrum — £6.95**

Compatible with Kempston, Protek/AGF,
and Interface 2 joystick types.

Available at:



spectrum



GRAND PRIX

The car's engine is roaring. The screams of the crowd echo around your cockpit.

The pressure is on. The chequered flag is raised and the race has begun. You are driving the world's newest and fastest Formula One racing car in the last Grand Prix of the season and the world championship crown is only laps away from your grasp.

Veteran drivers are envious of your meteoric rise to fame so they will stop at nothing to remove you and your car from the racing circuit forever!

The Grand Prix is run over the course of the famous Monaco Circuit. You must overtake all the other competitors but avoid running into the grass verges which slow the car, giving the other racers a chance to ram you from behind.

RUNS ON A BBC IN 32K

BY MARK WITHAM

```
120 ONERRORRUN
130 MODE7
140 PRINTTAB(12,2)CHR#141CHR#1
34"GRAND PRIX";TAB(12,3)CHR#141C
HR#134"GRAND PRIX"
150 PRINTTAB(2,15)CHR#131;"DO
YOU REQUIRE THE INSTRUCTIONS (Y/
N)"
160 A$=GET$:IF A$<>"N" AND A$<
>"Y" THEN 160
170 IF A$="N" THEN GOTO190
```



```

180 CLS:PROCINST
190 CLS:PRINTTAB(4,10);CHR#134
;"ENTER SKILL LEVEL (1-10)";:INP
UTSK:IF SK<1 OR SK>10 THEN 190

```

```

200 SK=SK*2
210 MODE4
220 HT=0
230 PL=99
240 VDU23,240,0,63,127,127,127
,124,56,63,23,241,0,252,254,254,
254,62,28,252,23,242,47,47,47,47
,47,47,47,63,23,243,244,244,244,
244,244,244,244,252,23,244,63,12
0,124,126,127,63,15,0,23,245,252
,30,62,126,254,252,240,0

```

```

250 *FX15
260 TIME=0
270 X1=16:Y1=28
280 VDU23,225,56,56,56,56,5
6,56,56
290 VDU19,1,0,0;19,0,6;0;
300 VDU23;8202;0;0;0;:VDU23,22
4,255,255,255,255,255,255,25
5

```

```

310 PROCINROAD
320 X=12:Y=25
330 REPEAT
340 PRINTTAB(X);CHR#224;TAB(Y)
;CHR#224
350 IF RND(SK)=INT(SK/2) THEN
PROCJAMCAR
360 IF INKEY<-26) THEN PROCL
370 IF INKEY<-122) THEN PROCR
380 PRINTTAB(0,21);"P""O""S"
""T""I""O""H";:PL
390Q=FNreadch(X1,Y1)
400 IF Q<32 AND Q>128 THEN S
OUND0,-5,100,15:HT=200:GOTO800
410 IF Q=128 THEN HT=HT+5:X1=X
1+5:SOUND1,-10,23,3
420 W=FNreadch(X1+1,Y1)
430 IF W<32 AND W>128 THEN S
OUND0,-5,100,15:HT=200:GOTO800

```

```

440 IF W=128 THEN HT=HT+5:X1=X
1+5:SOUND1,-10,23,3
450 PRINTTAB(X1,Y1+2);CHR#244C
HR#245

```

```

460 PRINTTAB(X1,Y1+1);CHR#242C
HR#243
470 PRINTTAB(X1,Y1);CHR#240CH
R#241

```

```

480 PRINTTAB(0,0);" "
490 PRINTTAB(0,0);" "
500 R=RND(3):IFR=3THENX=X+1:Y=
Y+1

```

```

510 IFR=2THEN X=X-1:Y=Y-1
520 IF X<1THEN X=1 :Y=15:ELSE
IF Y>39 THEN Y=39:X=25

```

```

530 VDU11,11
540 UNTIL TIME>1255* SK OR HT>
100:GOTO800

```

```

550 DEF PROCL
560 X1=X1-1
570 ENDPROC
580 DEFPROCR
590 X1=X1+1
600 ENDPROC
610 DEF PROCJAMCAR
620 PL=PL-1:IFPL<1THEN PL=1
630 F=X+1+RND(8)
640 A=FNreadch(F,3):IF A<>32THE
NENDPROC
650 A=FNreadch(F+1,3):IF A<>32T
HENENDPROC

```

```

660 PRINTTAB(F,1);CHR#240CHR#2
41

```

```

670 PRINTTAB(F,2);CHR#242CHR#2
43

```

```

680 PRINTTAB(F,3);CHR#244CHR#2
45

```

```

690 ENDPROC
700 DEFPROCINROAD:ED#CHR#224+
STRING$(12," ")+CHR#224
710 FORI=1TO30:PRINTTAB(12,I);
ED#:NEXT:ENDPROC
720 DEF FNreadch(N,M)

```

PROGRAMMERS WANTED

FOR MORE OPPORTUNITIES SEE PAGE 121



leaders in computer
games require

PROGRAMS AND PROGRAMMERS

1. Original game programs for the Spectrum or Commodore 64 are urgently required:
Arcade, Strategy or Adventure. We pay top royalties or tailor a contract to suit your needs—World-wide sales ensure the best possible deal.
2. Programmers to work in 280 or 6502 assembly language for contract work or translation cod-ing—best rewards.

Write or phone in confidence to:

Software Development
Ocean House, 6 Central Street,
Manchester M2 5NS
061-832 6633

CG3



WANTED

**HIGH QUALITY
ORIGINAL ARCADE & GRAPHIC
ADVENTURE PROGRAMS FOR**

- ★ ATMOS/ORIC-1 48K MICROS
(MUST BE COMPATIBLE)
- ★ COMMODORE 64
- ★ SPECTRUM

To join our increasing number of titles. Excellent terms offered. We deal with all the major UK distributors and we have an extensive overseas trade. Send in your program on tape with full instructions to:

SEVERN SOFTWARE
15 HIGH STREET,
LYDNEY,
GLOS GL15 5DP

CG4

SOFTWARE PROGRAMMERS

**£20,000 P.A.
+ UNLIMITED
BONUS**

We're looking for the best games machine code programmers in the country to join our young exciting development team.

The rewards are exceptional for the right people who show a high degree of creativity plus a full knowledge of machine code programming for Commodore 64, BBC, Electron, MSX and Amstrad systems.

If you would like to earn £20,000 plus per annum write with details to: Mr. M. Mahony, Alligata Software Ltd., 178 West Street, Sheffield S1 4ET. Tel: (0742) 755796.

Alligata
Software Limited

CG54

PROGRAMMERS

Digital Integration Limited is an expanding software house specialising in high quality original video games.

We require proficient machine code programmers for the design and development of home computer software. Applicants must have an extensive knowledge of Z80 or 6502 assembly language programming, creative talent, self motivation and a strong interest in home computers. CP/M experience would be an advantage.

Highly competitive salaries offered according to experience, plus a profit sharing bonus scheme. Excellent working conditions.

Please send c.v. to:

Digital Integration Limited
Watchmoor Trade Centre, Watchmoor Road,
CAMBERLEY, Surrey, GU15 3AJ
Telephone: 0276 684959





DISCOUNT SOFTWARE SUPPLIES

8 PORTLAND ROAD LONDON W11 4LA 01-221 1473

AMAZING SOFTWARE BARGAINS BY MAIL 100's OF TITLES AVAILABLE!
TELEPHONE ORDERS WELCOME WRITE OR RING NOW FOR FULL DETAILS

Game	Supplier	R.R.P. Inc. VAT	Our Price Inc. VAT	Game	Supplier	R.R.P. Inc. VAT	Our Price Inc. VAT
SPECTRUM				COMMODORE 64			
Chuckie Egg	A&F	6.90	5.90	Flight Simulator	Anger Products	9.95	8.95
Football Manager	Addictive	6.95	5.95	3D Time Trek	Anirog	5.95	4.95
Galaxions	Artic	4.95	3.95	Scramble 64	Anirog	7.95	6.95
Piranma	Automata	10.00	9.00	Kong 64	Anirog	7.95	6.95
Py-Ball	Automata	6.00	4.50	Moon Buggy	Anirog	7.95	6.95
Go To Jail	Automata	6.00	4.50	Space Pilot	Anirog	7.95	6.95
Pytron	Beyond	7.95	6.95	Cybotron	Anirog	7.95	6.95
Test Match	CRL	5.95	4.95	Twin Kingdom Valley	Bug-Byte	9.50	8.50
Omega Run	CRL	5.95	4.95	Derby Day	CRL	7.95	6.95
Olympics	CRL	5.95	4.95	Durell	Durell	6.95	5.95
Hill Of Things	Crystal	7.50	6.50	Fantasy	Liamsoft	5.50	5.00
Rommel's Revenge	Crystal	6.50	5.50	Defender 64	Interceptor	7.00	5.00
Fighter Pilot	Digital	7.95	6.95	Assembler 64	Interceptor	7.00	5.00
Night Gunner	Digital	6.95	5.95	China Mins	Interceptor	7.00	5.00
Sea Harrier Attack	Durell	5.95	4.95	Legend	Legend	14.95	11.95
Jungle Trouble	Durell	5.95	4.95	Revenge of Mutant Camels	Liamsoft	7.50	6.50
Scuba	Durell	5.95	4.95	Heligate	Liamsoft	5.00	4.00
The Alchemist	Imagine	5.50	4.75	The Hobbit & Book	Melbourne House	14.95	12.95
Pedro	Imagine	5.50	4.75	Hunchback	Ocean	6.90	5.90
Splat	Incentive	5.50	4.75	The Boss	Peakssoft	8.95	7.95
Valhalla	Legend	14.95	11.95	Superpipeline	Taskset	6.90	5.90
Paras	Lothlorien	5.95	4.95	Boro	Taskset	6.90	5.90
Saber Wulf	Ultimate	9.95	8.95	Visions	Visions	8.95	7.95
Mugsy	Melbourne House	6.95	5.95	Beach Head	Access	9.95	8.95
Abersoft Forth	Melbourne House	14.95	11.95	Manic Miner	Software Projects	7.95	6.95
Code Name Mat	Micromega	6.95	5.95				
Trashman	New Generation	5.95	4.95	VIC 20			
Mr Wimpey	Ocean	5.90	4.90	Frogun	Anirog	5.95	4.95
Hunchback	Ocean	6.90	5.90	Krazy Kong	Anirog	7.95	6.95
Eskimo Eddie	Ocean	5.90	4.90	3D Time Trek	Anirog	5.95	4.95
Pogo	Ocean	5.90	4.90	Scramble	Anirog	7.95	6.95
Blade Alley	PSS	5.95	4.95	Dark Dungeons	Anirog	5.95	4.95
Scrabble	Pision	15.99	13.00	Dracula/Lost in the Dark	Anirog	5.95	4.95
Flight Simulation	Pision	7.95	6.95	Flight Zero One Five	AVS	5.95	4.95
Quacking Flag	Pision	6.95	5.95	Arcadia	Imagine	5.50	4.75
3D Art Attack	Quicksilver	6.95	5.95	Heligate	Liamsoft	6.00	4.00
Bugaboo The Flea	Quicksilver	6.95	5.95	Wizard And Princess	Melbourne House	5.95	4.95
The Snowman	Quicksilver	6.95	5.95	Skyhawk	Quicksilver	7.95	6.95
Fred	Quicksilver	6.95	5.95	Space Joust	Software Projects	5.95	4.95
Blue Thunder	R. Wilcox	5.50	4.50	Munchman	Solar	5.00	4.00
Manic Miner	Software Projects	5.95	5.00	Jet Pac	Ultimate	5.50	4.75
Jetset Willy	Software Projects	5.95	5.00	Snooker	Visions	8.95	6.95
Abc Atac	Ultimate	5.50	4.50				
Snooker	Visions	8.95	7.95	ORIC			
Sheer Panic	Visions	5.95	4.95	Sea Harrier Attack	Durell	6.95	5.95
				Scuba	Durell	6.95	5.95
				Xenon	LK	8.50	6.50
				Zorgens Revenge	LK	7.50	5.50
				Probe 3	LK	7.50	5.50
ZXB1				The Hobbit & Book	Melbourne House	14.95	12.95
Football Manager	Addictive	5.95	4.95	Dinky Kong	Severn Soft	6.95	4.95
Piranma	Automata	5.00	4.00	Dracula's Revenge	Softex	6.95	5.95
Pilot	Hewson	3.95	4.95	Ultimate Zone	Tansoft	8.50	6.50
OS Scramble	Quicksilver	3.95	3.40	Rat Sprint	Tansoft	7.95	5.95
48er	Software Farm	5.95	4.95				

SPECIAL OFFERS FOR THE SPECTRUM
THE HOBBIT AND BOOK
H.U.R.G.
THE QUILL

By Melbourne House
 By Melbourne House
 By Gilsoft

R.R.P.
 14.95
 14.95
 14.95
 Our Price
 10.95
 11.95
 11.95

TO DISCOUNT SOFTWARE SUPPLIES PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS/SPECIAL OFFERS

1.
 2.
 3.
 4.
 5.
 Make cheques payable to Discount Software Supplies
 Cheque No. For £ enclosed
 Please debit my
 Access/Barclaycard No. Signed

DISC DISCOUNT SOFTWARE SUPPLIES
 8 PORTLAND ROAD LONDON W11 4LA 01-221 1473

SEND
 Name
 Address

SEND SAE FOR UP TO DATE LIST OF OUR AMAZING BARGAINS

C084

```

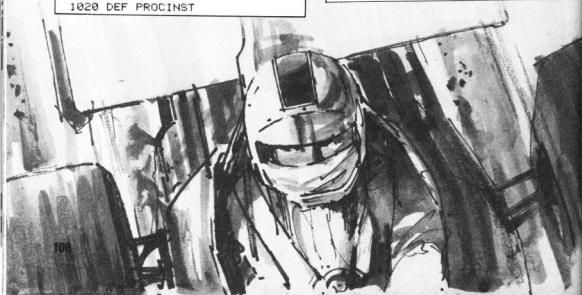
730 LOCALA%,C
740 VDU31,N,M
750 A%=135
760 C=USR(&FFF4)
770 C=C AND &FFFF
780 C=C DIV &100
790 =C
800 REM
810 PRINTTAB(2,10);"RACE OVER"
820 TIME=0:REPEATUNTILTIME=250
830 IF HT>100 THEN 980
840 MODE7
850 VDU5
860 PRINT"CHR#131CHR#141;"
    RACE RESULTS"
870 PRINTCHR#131CHR#141;"
    RACE RESULTS"
880 PRINT"
890 IF PL>1 THEN PRINTCHR#129"
W I N N E R "CHR#133" NO. "RND<4
9)+1
900 PRINT"CHR#132"Y O U R P
O S I T I O N -";CHR#130;PL
910 PRINT"
920 PRINTCHR#130;"PRESS"CHR#13
4;"P";CHR#130;"TO PLAY"
930 PRINT"CHR#131;"PRESS"CHR#
133"E"CHR#131"TO END"
940 A%=GET$
950 IF A%="P" THEN 210
960 IF A%="E" THEN PRINT:CLS:E
ND
970 GOTO 940
980 MODE7:VDU5:PRINT"CHR#133
CHR#141"SORRY BUT YOU CRASHED YO
UR CAR"
990 PRINTCHR#133CHR#141"SORRY
BUT YOU CRASHED YOUR CAR"
1000 PRINT"CHR#132"YOU WERE L
YING IN ";PL;" PLACE"
1010 GOTO 910
1020 DEF PROCINST

```

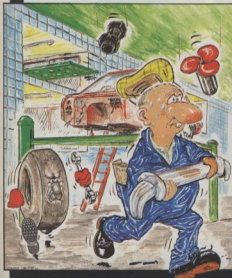
```

1030 VDU23;8202;0;0;0;
1040 PRINTTAB(12,2)CHR#141CHR#1
34"GRAND PRIX";TAB(12,3)CHR#141C
HR#134"GRAND PRIX"
1050 PRINT"
1060 VDU130;
1070 READA%:IF A%="*"THEN 1120
1080 IF A%="-" THEN PRINT:GOTO1
060
1090 PRINTA%;
1100 TIME=0:REPEATUNTILTIME=10
1110 GOTO1070
1120 A%=GET$:ENDPROC
1130 DATAT,h,e,r,a,c,e,h,a,s
,j,u,s,t,b,e,g,a,"n.",U,n,f,o,r
,t,u,n,a,t,e,l,y,-y,o,u,h,a,v,
e,s,t,a,l,l,e,d,y,o,u,r,c,a,r
,a,n,d,h,a,v,e,-d,r,o,p,p,e,d
,d,o,w,n,t,o,l,a,s,t,p,o,s,i
,t,i,o,"n."
1140 DATA -,-,H,a,v,e,y,o,u,t
,h,e,s,k,i,l,l,r,e,q,u,i,r,e,d
,t,o,-,m,a,n,o,u,v,r,e,y,o,u,r
,c,a,r,a,n,o,u,n,d,t,h,e,c,i
,r,c,u,i,t,-,w,i,t,h,o,u,t,c,r
,a,s,h,i,n,g,i,n,t,o,t,h,e,o,t
,h,e,r,-,c,a,r,"s."
1150 DATA -,-,T,h,e,r,e,a,r,e
,T,E,N,l,e,v,e,l,s,o,f,P,l,a,
"y.",-,-,l,e,v,e,l,<1> ,b,
e,i,n,g,t,h,e,h,a,r,d,e,s,t,-,
l,e,v,e,l,<10> ,b,e,i,n,g,
t,h,e,e,a,s,i,e,s,t
1160 DATA -,-,T,o,c,o,n,t,r,o,
l,y,o,u,r,c,a,r,u,s,e,t,h,e
,c,u,r,s,o,r,-,k,e,y,"s."
1170 DATA -," PRESS ESCAPE TO
RUN THE PROGRAM",-," PRE
SS ANY KEY TO PLAY"
1180 DATA*

```



This week — it's **Wally Week!**



Wally Week is here — starring in
Mikro-Gen's great new game

Automania

Meet Wally Week — the incomparably incompetent hero of Automania. Help him climb the ladders and jump the gaps whilst rebuilding ten cars — and avoiding a hailstorm of nuts and bolts, an avalanche of tyres, and a Tidy Robot which clears everything up — including the car poor Wally is rebuilding. And if you can do it, start again at a harder level — it soon gets very difficult . . .

Ten screens ★ Superb graphics ★ Great animation!
It's all on Automania, starring Wally Week

Automania ONLY **£6.95**

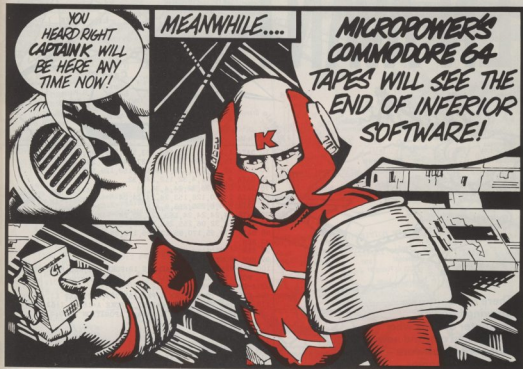
For 48K Spectrum

Just part of Mikro-Gen's great range — look out for Laserwarp (and see if you can win £100 for the month's highest score), Genesis II, Paradroids, Drakmaze, and lots more at Co-op, Boots, W H Smiths, Menzies and other leading retailers, or order direct (plus 40p post & packing) from:

MIKRO-GEN

44 The Broadway, Bracknell, Berks RG12 1AG Tel: 0344 427317

PHONE YOUR
VISA/ACCESS
NUMBER



PLEASE ENTER THESE SCORES IN THE C&VG ARCADE GAMES CHAMPIONSHIPS

My high score is:

.....

It was scored on:

.....

(name of machine)
The manager of the pub/arcade
who witnessed my score is:

.....

His/Her Signature

.....

Name/address of pub/arcade:

.....

My name is

.....

Address

.....

My high score is:

.....

It was scored on:

.....

(name of machine)
The manager of the pub/arcade
who witnessed my score is:

.....

His/Her signature

.....

Name/address of pub/arcade:

.....

My high score is:

.....

it was scored on:

.....

(name of machine)
The manager of the pub/arcade
who witnessed my score is:

.....

His/Her signature

.....

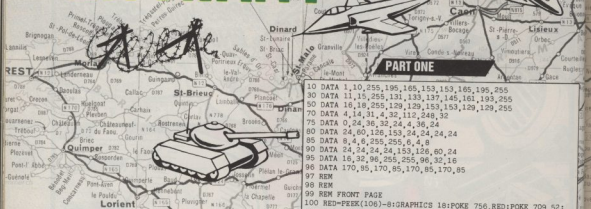
Name/address of pub/arcade:

.....

Telephone

.....

EN AVANT

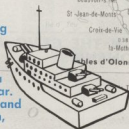


There are a growing band of computer addicts who have found a brand new category of software - tactical war games.

En Avant is a typical example of this new type of game, combining the best shoot-'em-up action of a battle zone and the tactical decision-making of chess or backgammon.

The scene is Europe during a conventional war. You must command a tank battalion, deciding where to move your troops, when to attack and when it is wise to retreat.

Full instructions are included in the program.



10 DATA 1,10,255,195,165,153,153,165,195,255
30 DATA 11,15,255,131,133,137,145,161,193,255
50 DATA 16,18,255,129,129,153,153,129,129,255
70 DATA 4,14,31,4,32,112,249,32
75 DATA 0,24,36,32,24,4,36,24
80 DATA 24,60,126,153,24,24,24,24
85 DATA 8,4,6,255,255,6,4,8
90 DATA 24,24,24,24,153,126,60,24
95 DATA 16,32,96,255,255,96,32,16
96 DATA 170,95,170,95,170,95,170,95
97 REM
98 REM
99 REM FRONT PAGE
100 RED=PEEK(106):B:GRAPHICS 18:POKE 756,RED:POKE 709,52:
POKE 708,132:POKE 710,1
98A=PEEK(89):PEEK(89)+256
105 FOR I=1 TO 50:POKE A+PEEK(53770),147:NEXT I
110 FOR I=1 TO 18:POKE A+207,I:POKE A+160,I,I+64:NEXT I
120 POSITION 5,41? #6;"En Avant":POSITION 4,10? #6;
"PLEASE WAIT"
197 REM
198 REM
199 REM TRANSFER
210 FOR I=0 TO 511:POKE RED*256+I,PEEK(224*256+I):NEXT I
219 REM REDEFINE
220 FOR N=1 TO 3:READ A,B:FOR I=0 TO 7:READ C:FOR L=A TO
B:POKE RED*256+L+B*I,C:NEXT L:NEXT I:NEXT N
230 FOR C=19 TO 25:FOR I=0 TO 7:READ A:POKE RED*256+C*B+I,A
I:NEXT I:NEXT C
238 REM
239 REM
240 POSITION 0,10? #6;"loading main program"
300 POKE 764,12
310 RUN "C":

10 DATA 5,4,6,4,3,4,2,4,7,4,6,4,7,4,4,4,6,4,6,4,5,5,5,5,5,5,3,5,3,5,2,4,2
15 DATA 2,1,1,1,1,2,2,1,1,1,1,4,2,2,2,2,1,4,4,4,2,2,2,4,4,4,3,2,5,4,4,4,3
20 DATA 5,5,4,4,4,3,5,5,5,3,3,5,5,5,5,3,3,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5
25 DATA 0,-20,1,20,-1
30 DATA 121,0,121,2,121,1,91,3,91,3,81,3,81,3,60,5,72,1,91,6
35 DATA 121,3,121,3,108,3,128,4,121,1,108,3,96,3,96,3,91,3,96,4,108,1,121,3,108,
3,121,3,128,3,121,5
40 DATA 81,6,96,6,91,1,81,7,121,7,108,1,96,1,91,1,81,1,91,3,96,3,108,8
43 REM
44 REM DATA CHECK
45 POKE 195,0:TOT=0
46 TRAP 47:FOR CH=1 TO 177:READ A:TOT=TOT+A:NEXT CH:IF TOT=4341 THEN 90:REM DELE
78 LINES 44 TO 47
47 ? CHR\$(253):? "ERROR IN DATA":IF PEEK(195)=6 THEN ? " AT ITEM#";CH
48 GOTO 90
49 REM SOUND
50 FOR TU=NO TO R:READ A,B:SOUND NO,A,10,14:FOR D=NO TO B:IF PEEK(764)>255 THEN
51 SOUND NO,NO,NO,NO:RETURN
51 FOR T=NI TO NSO:NEXT T:NEXT D:SOUND NO,NO,NO,NO:NEXT TU:RETURN
54 REM DELAY LOOP
55 FOR T=NI TO NSO:NEXT T
56 RETURN



50 REM
60 SOUND NO.75,10,14:FOR T=1 TO 50:NEXT T:SOUND NO,NO,NO,NO

61 RETURN

64 REM START AGAIN

65 IF PEEK(K)=NK THEN 65

66 RUN

68 REM

69 REM GRAPHICS SWITCH

70 GRAPHICS GR:POKE 708,144:POKE 710,176:POKE 712,164:POKE 709,50:TS=PEEK(88)*PE

EK(99):256:POKE 756,RED

71 RETURN

79 REM

88 REM

89 REM VARIABLES

90 N1=N2:N4=N2:N5=N1:N4:N7=N5+N2:N8=N1:N7:N9=N1+N9:NO=N18:N50=50:N46

=46:W=55:N60=60:K=754:NK=255

95 N10=N9:N11=N4:N10=N4:N6=N5:N1:N40=N46:N6=N36:N40=N4:N3=N2:N1:N19=N9:N10=N20

19:N1:N51=810:RED=PEEK(106)-8

98 REM

99 REM OPENING PAGE

100 GR=N18:GOSUB 70

110 POSITION N5,NO: ? #6:"FRENCH british":POSITION NO,N2: ? #8:"INF":POSITION NO,

N4: ? #6:"CAV"

115 POSITION NO,5: ? #6:"ART":POKE TS+48,N1:POKE TS+56,65:POKE TS+88,11:POKE TS+9

6,75:POKE TS+128,16:POKE TS+136,80

120 POSITION N4,N9: ? #6:"please wait"

128 REM

129 REM ARRAYS & MATRICES

130 DIM UNIT(N36,N9),MELEE(12,N5),MOVE(N4):RESTORE

140 FOR B=N1 TO N36:IF B=N19 THEN RESTORE

150 FOR C=NO TO N1:READ D:UNIT(B,C)=D:NEXT C

160 FOR B=N1 TO N36:FOR C=N2 TO N9:UNIT(B,C)=D:NEXT B

170 FOR B=N3 TO N12:FOR C=NO TO N5:MELEE(B,C)=NO:NEXT C

185 FOR L=N1 TO N18:UNIT(L,N9)=L:UNIT(L,MELEE(B,C))=D:NEXT L

190 FOR B=NO TO N4:READ C:MOVE(B,C)=NEXT B

200 POSITION NO,N9: ? #6:"instructions ? [y/n]":POKE K,NK

205 RESTORE N40:R=11:GOSUB N50

210 IF PEEK(K)<43 THEN 205

220 IF PEEK(K)<43 THEN 300

240 GRAPHICS NO:POKE 710,NO:POKE 752,N1: ? "ORDERS THE DIRECTION A UNIT IS TO TAKE

245 ? " IS CONTROLLED BY THE JOYSTICK, PRESSING THE FIREBUTTON ENTERS THE ORDER

250 ? " AT ANY TIME GIVEN BY THE JOYSTICK, PRESSING THE FIREBUTTON ENTERS THE ORDER

255 ? " ROGER, AND ALLOW YOU TO A UNIT, PRESSING THE SELECT KEY WILL ERASE PREVIOUS ORDER

260 ? " STEPS ARE REPEATED FOR THAT UNIT": ? "MOVEMENT CONTROLLED BY PROGRAM COMBAT": ? "THESE

265 ? " THE SCREEN DESTROY 48"

270 ? "ENEMY COMBAT POINTS TO WIN PRESS ANY KEY TO BEGIN"

280 IF PEEK(K)=NK THEN 280

298 REM

299 REM BATTLEFIELD

300 GR=17:GOSUB 70

310 FOR P=N1 TO 25:TR=INT(RND(O)*400):POKE TS+TR,147:NEXT N

315 FOR P=NO TO N19:POSITION P,NO: ? #6:"g":POSITION N19,P: ? #6:"g":POSITION P,N1

9: ? #6:"g"

320 POSITION NO,N19-P: ? #6:"g":NEXT P

325 FOR L=N1 TO N36:UC=UNIT(L,N9)

330 UN=TS+INT(RND(O)*100)+300*(L=N36):IF PEEK(UN)=NO THEN UNIT(L,N9)=UN:POKE UN

340 GOTO 330

348 REM

349 REM ORDERS

350 FOR PLAYER=N1 TO N2:BR=(PLAYER=N1):RESTORE 35-N5*BR:15-N6*BR:POKE K,NK:GOS

UB N50

360 POSITION NO,N20: ? #6:"orders

390 S=N19-N18*BR:E=N36-N18*BR

"REM 12 SPACES

CG33



```

395 FOR L=5 TO EIC:UNIT(L,M0):D=UNIT(L,N1):UC=UNIT(L,N9):P=UNIT(L,N8):UNIT(L,N7)
400 IF C<=0 THEN 510
400 FOR SE=N1 TO N4X:P=MOVE(SE):LN=PEEK(X):ZC=ABS(LN-UC)
405 NEXT SE:GOTO 410
410 FOR M=N2 TO D:M=N1:UNIT(L,M1) AND LN=N0 AND LN<147 THEN 410
415 SOUND NO,150,M10,N10:GOSUB W: SOUND NO,NO,NEXT M:UNIT(L,N7)-X:GOTO 510
420 POSITION NO,22: #6:"C":F:FOR UP=N1 TO C: #6:"":REM 10 SPACES
425 FOR UP=N1 TO D: #6:"":NEXT UP: #6:"":NEXT UP: #6:" M ":
430 FOR P=N1 TO N5:POKE P,N0:GOSUB W:POKE P,UC:GOSUB W:NEXT P
440 JS=STEEL(N2 TO D:M):NEXT UP: #6:"":
450 IF PEEK(53279)=N5 THEN 430
455 IF STEK(53279)=N5 THEN 430

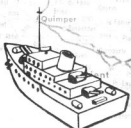
```



```
" : REM 10 SPACES
```

810
(NO):PL=UN





```

700 POKE PL,NO:PL=PL-M:IF PEEK(PL)=NO THEN POKE PL,UC:UNIT(L,NB)=PL:GOTO 810
720 GOSUB N80:UNIT(L,NO)=NO:UNIT(EU,NB)=NO:GOTO 810
730 GOSUB N80:POKE PL,NO:GOSUB N80:POKE EP,NO:UNIT(L,NB)=PL:GOTO 810
810
750 POKE EP,NO:EP=EP+M:IF PEEK(EP)=NO THEN POKE EP,BC:UNIT(EU,NB)=NO:GOTO 810
770 GOSUB N80:UNIT(EU,NO)=NO:UNIT(EU,NB)=NO:GOTO 810
800 GOSUB N80:UNIT(L,M)=POKE PL,UC:UNIT(L,NB)=PL:GOTO 810
)C<NO THEN POKE PL,UC:UNIT(L,NB)=PL:GOTO 810
905 POKE PL,NO:POKE EP,UC
910 NEXT L
915 POSITION NO,N20:?"#;"
918 REM
919 REM CHECK FOR RESULT
920 POKE K,NK:BV=NO:FV=NO:FOR L=N1 TO N18:BV=BV+UNIT(L,NO):NEXT L
930 IF BV=N40 OR FV=N40 THEN N18=N18:FV=FV+UNIT(L,NO):NEXT L
940 IF BV=N40 OR FV=N40 THEN 950
945 FOR F3=N1 TO BV:N1=POSITION FS,22?"#;"F":NEXT FS:FOR BS=N1 TO FV:N1=POSITION
TION N19-B3,22?"#;"b":NEXT BS
948 REM
949 REM ROLL CALL
960 POSITION NO,N20:?"#;"STATUS CHECK {Y\N}"
970 IF PEEK(K)=NK THEN 870

```



```

075 IF PREK(K)<>43 THEN POSITION NO,N20:? #6;"
9 SPACES
980 FOR L=N1 TO N36:IF L=N1 OR L=N1+N18 THEN RESTORE 30=N5*(L-N1+N18):R=N4+N5*(L
=N1+N18):POKE K,NK:GOSUB N50
990 FOR I=N1 TO N18:UC=UNIT(L,N9):P=UNIT(L,N9):IF CC=N0 THEN 930
1000 CONTINUE(L,N0):UC=UNIT(L,N9):P=UNIT(L,N9):B=? #6:"":NEXT B:7 #6;"
930 POSITION NO,21:? #6:"":FOR B=N1 TO C:7 #6:"":NEXT B:7 #6;"
920 FOR P=N1 TO C:POKE P,N0,SOUND NO,N50,N10,N6:GOSUB W:POKE P,UC:GOSUB W:SOUND
":? #6;"
NO,N0,N0,N0:NEXT P
930 NEXT L:POSITION NO,N20:? #6;"
940 GOTO 350
948 REM
949 REM END GAME
950 GR=N18:GOSUB 70
960 FOR I=N1 TO N18:UC=UNIT(I,N9):POKE TS+I,UC+64:POKE TS+220+I,UC:NEXT I
980 IF BV=N40 AND FV=N40 THEN 1040
990 IF FV=N40 THEN 1055
998 REM
999 REM FRENCH VICTORY
1000 RESTORE 30=R:N9:GOSUB N50
1005 FOR I=N1 TO N18:SOUND NO,150,NO,N14:GOSUB W:POKE TS+I,N0:SOUND NO,N0,N0,N0:
GOSUB W:NEXT I
1010 POSITION N3,N5:? #6;"FRENCH VICTORY":POSITION N3,N10:? #6;"any key to play"
:POKE K,NK:GOTO 65
1038 REM
1039 REM
1039 REM DRAW
1040 RESTORE N40:R=11:GOSUB N50
1045 FOR I=N1 TO N18:SOUND NO,150,NO,N14:GOSUB W:POKE TS+I,N0:POKE TS+220+I,N0:S
OUND NO,N0,N0,N0:GOSUB W:NEXT I
1050 POSITION N6,N5:? #6;"stalemate":POSITION N3,N10:? #6;"any key to play":POKE
K,NK:GOTO 65
1053 REM
1054 REM BRITISH VICTORY
1055 RESTORE 35:R=15:GOSUB N50
1060 FOR I=N1 TO N18:SOUND NO,150,NO,N14:GOSUB W:POKE TS+220+I,N0:SOUND NO,N0,N0
,N0:GOSUB W:NEXT I
1070 POSITION N3,N5:? #6;"BRITISH VICTORY":POSITION N3,N10:? #6;"any key to play"
:POKE K,NK:GOTO 65

```



Available for
COMMODORE 64
DRAGON 32 TANDY COLOUR




Cuthbert in Space



The Federal Chief has decided that Cuthbert is to go on a mission of plunder against the Moronian's Solar System. Cuthbert lands his space craft on each planet but then has to refuel by stealing pods from the Moronian fuel dumps whilst avoiding the Solar Meteoroid Barrage. After filling up he goes and plunders as much loot as possible before take-off. All could go well but when he gets a mal-function he must send a pilotless shuttle to obtain spares and take-off before the Moronian's bomb detonates.

CASSETTE £8 DISK £9.95

Mail Order Sales from
Microdeal Mail Order 41 Truro Rd,
St. Austell Cornwall PL25 5JE

Credit Card Sales   
Phone 0726 3456



Dealers Contact
MICRODEAL DISTRIBUTION
0726-3456
or **WEBSTERS SOFTWARE**
0483 62222

MICRODEAL

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of

 John Menzies
Stores

and

 Bryce

IN YOU WON'T FIND OR BUT YOU WILL DISCOVER HOW TO PREVENT CONTROL YOUR OR TALK TO THE WITH YOUR

ELECTRONICS & COMPUTING

Please send me **ELECTRONICS & COMPUTING MONTHLY** each month for the next 12 months. I enclose cheque/PO in the value of **£10.70 (UK)** for Overseas rates, please contact Subscriptions Department.

NAME

ADDRESS

SIGNED

Cheques should be made payable to:
ELECTRONICS & COMPUTING MONTHLY
and return to base addressing
service order letters for new
subscriptions only.

DATE

Please send to:
Electronics & Computing Monthly
Subscriptions Department
Computer House, Farnham Road
Slough, Berkshire, SL1 2JH.



Commodore 64



VIC-20



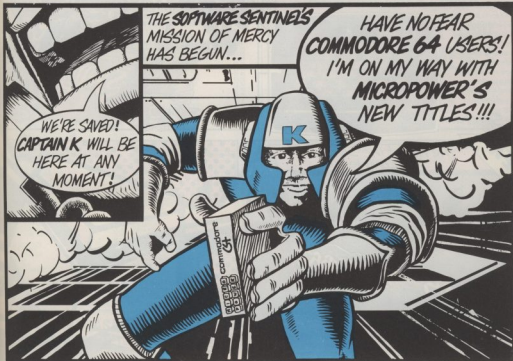
DRAGON 32

ABRASCO
LIMITED
A TOUCH OF MAGIC

Available Through: Good Distributors & Retailers

Including: J.MENZIES, TIGER Distribution, SDL.

ABRASCO The Grange Barn, Pikes End, Eastcote, Middlesex HA5 2EX. Tel. 01 866 9258



BEYOND

CHALLENGING SOFTWARE



NEW

PSYTRON

Matter Disruptor complex report terminated.
Estimate 75 personnel unaccounted for.
Repair and med-crews alerted. Defence circuits detected
responsible alien
craft now locked
onto new target.
Saboteur
sighted in central
corridor Sector
7. Pursuit Droid
activated.
Switching to
visual...



Spectrum

From the Necromancer's Cauldron...

...Were conjured the ghouls, ghosts and outraged
spirits of centuries of sacrifices to the occult.
Hurled forth from who-
knew-when to
thwart your escape
down the perilous
fortress steps. An ill-
timed move will
plunge you into his
waiting spider's
tangled web. 12
levels of haunting
action.



Spectrum

NEW

Spellbound



NEW

The War of the Solstice will commence!

The Lords of Midnight

Spectrum

Gather those you can to your banner. The
World's first Epic game. Not an adventure
but a living fantasy novel. And you
are the author of the action.



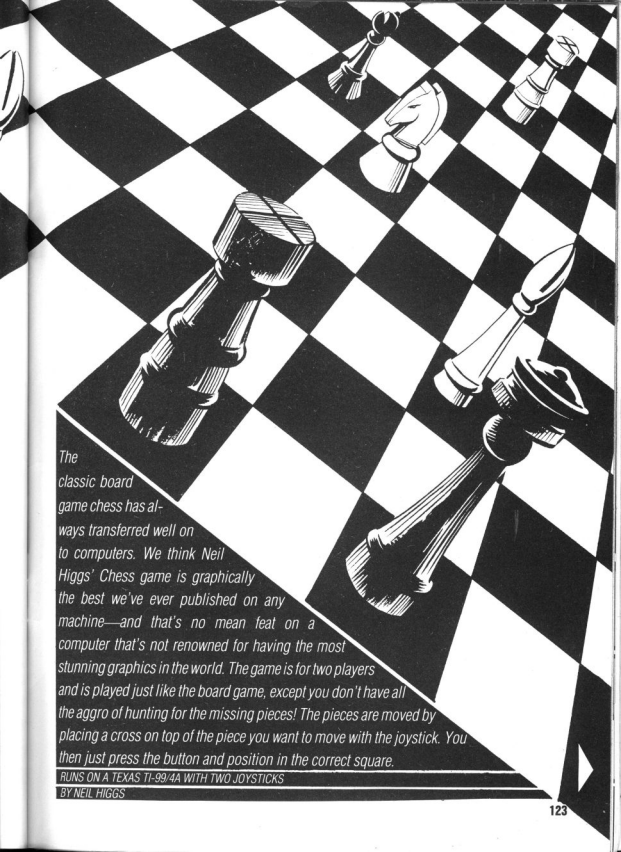

```

10 DIMPC(20,20),CR(20,20)
15 INPUT"INSTRUCTIONS (Y/N)";B#
16 IF B#="Y" THEN 3000
17 IF B#="N" THEN 20 ELSE 15
20 CLS:PRINT2233,"Please wait"
30 PMODE4,1:PCL81
40 COLOR0,1
49 REM#DRAW BOARD##
50 FORI=8TO176STEP22
60 LINE(I,8)-(I,176),PSET
70 LINE(0,I)-(176,I),PSET
80 NEXTI
90 J=10
100 FORI=18TO168STEP22
110 IFR# THEN R#1:GOTO130:ELSER#0
120 PRINT(1,J)
130 NEXTI
140 J=J+22:IFJ=186 THEN 170
150 IFR#1 THEN R#0:ELSER#1
160 GOTO100
165 REM##SET UP PIECES##
170 R#="URIU2RIU3UR3D3R4UR3D3R5L2D8R1D2R1D3L16"
180 K#="E3UIE3UIH1G2LIH2UIE4B2H1BL2UIE2UR6D1R3D2R1D6R1R1D9L17"
190 B#="E2R3UIR1UIH1U3E5F5E1M4E2F7D3G5D1R1D3R3L17YEE1E15"
200 P#="E2R3UIR1UIH1U3E5F5E1M4E2F7D3G5D1R1D3R3L17YEE1E15"
210 Q#="U2LIU1RIU3LIU1RIU1U1U1U1H1R2D2R2D1F1D1F1D1F1D2RIU3E1U3E1F1D2F1D3RIU2E1
U1E1U1E1U1R2U2R2G1D1G1D1G1D6R1D1L1D3R1D1L1D2L14B2R14B4L14F1R1F2R1D1BR3UIR1E2R1
E1"
220 K#="R0UIR6E1H1L6L1D1L6G1F1R6B9BL4U3H1U1H1U1H1U1E2U3R3F1R1F2D1F1D2BUI3
L1U2L2UR2UR2R2D2R2D2L2D2L1B03U2E1U1E2R1E1R3D1F2D3G1D1G1D1G1D3BUL15"
229 REM#DRAW PIECES ON BOARD##
230 FORI=2TO156STEP22
240 IF PPOINT(I,152)=0 THEN COLOR1,0:ELSECOLOR0,1
250 DRAW"BM"+STR$(I)+",152"+PN#
260 PRINT(I+10,142),1,1
270 NEXTI
280 DRAW"BM2,174"+RK#
290 PRINT(12,164),1,1
300 COLOR1,0
310 DRAW"BM156,174"+RK#
320 DRAW"BM112,174"+B#
330 COLOR1,0
340 DRAW"BM46,174"+B#:PRINT(56,164),1,1
350 DRAW"BM134,174"+KN#
360 PRINT(144,164),1,1
370 PSET(140,160),0
380 COLOR0,1:DRAW"BM24,174"+KN#
390 DRAW"BM70,174"+Q#
400 COLOR1,0:DRAW"BM96,170"+KG#:PRINT(106,160),1,1:DRAW"BR7B5UC2U2H2E2"
410 FORI=1TO55STEP22
420 GET(I,120)-(I+20,153),PC,G
430 PUT(I,23)-(I+20,43),PC,PSET
440 GET(I,155)-(I+20,175),PC,G
450 PUT(I,1)-(I+20,21),PC,PSET
460 NEXTI
465 REM#STORE PIECES##
470 FORI=1TO8
480 READP:CK(I,1)=P:CK(I,2)=1
490 FORJ=3TO6:CK(I,J)=0:NEXTJ
500 READ PP:CK(I,7)=P:CK(I,8)=PP
510 NEXTI
520 X#B#:Y#B#
530 GET(1,45)-(21,65),CR,G
540 SCREEN1,0
545 IS=INK#0:IFIS="" THEN550
549 REM#MOVE CURSOR##
550 IFIS=CHR$(94) THEN Y=Y-22:IFY<0 THENY#0
555 IFIS=CHR$(10) THENY=Y+22:IFY>154 THENY#154
570 IFIS=CHR$(8) THEN X=X-22:IFX<0 THENX#0
580 IFIS=CHR$(9) THEN X=X+22:IFX>154 THENX#154
590 GET(X+1,Y+1)-(X+21,Y+21),PC,G
600 PUT(X+1,Y+1)-(X+21,Y+21),PC,PSET:PUT(X+1,Y+1)-(X+21,Y+21),PC,PSET
610 IFPEEK(345)=223 THEN GOSUB630
620 IFCK(X,PY)=1 AND PY#0 THEN GOSUB1140
630 IFCK(X,PY)=7 AND PY#1 THEN GOSUB1220
640 GOTO545
645 REM#FIND PIECE TO BE MOVED##
650 IFRT#1 THEN RT#0:GOTO740
660 IFCK(X) THEN C#W#22+ELSESEC#1
670 IFY(X) THEN CY#Y+22+ELSECY#1
680 SOUND200,1
690 GET(X+1,Y+1)-(X+21,Y+21),PC,G
700 IF PPOINT(X+1,Y+1)=1 THEN PUT(X+1,Y+1)-(X+21,Y+21),CR,PSET:ELSEPUT(X+1,Y+1)-(
(X+21,Y+21),CR,PSET
710 PUT(200,0)-(220,20),PC,PSET
720 RT#1
730 RETURN
735 REM#MOVE PIECE TO NEW POSITION##
740 COLOR1,1:DRAW"BM"+STR$(X+2)+", "+STR$(Y+20)
750 IFCK(CX,CY)=0 THEN SOUND20,1:IFPPOINT(X+1,Y+1)=1 THENPUT(X+1,Y+1)-(X+21,Y+21),
CR,PSET:GOTO910:ELSEPUT(X+1,Y+1)-(X+21,Y+21),CR,PSET:GOTO910
760 IFPPOINT(X+1,Y+1)=0 THEN990
770 PUT(X+1,Y+1)-(X+21,Y+21),CR,PSET
780 ONCK(CX,CY)GOTO790,800,810,820,830,840,850,860,870,880,890,900
790 DRAWP#0:PRINT(X+10,Y+10),0,0:GOTO910
800 DRAWP#0:PRINT(X+10,Y+10),0,0:GOTO910
810 DRAWK#0:PRINT(X+10,Y+10),0,0:PSET(X+6,Y+6),1:GOTO910
820 DRAWK#0:PRINT(X+10,Y+10),0,0:GOTO910

```



CHALLENGE



The classic board game chess has always transferred well on to computers. We think Neil Higgs' Chess game is graphically the best we've ever published on any machine—and that's no mean feat on a computer that's not renowned for having the most stunning graphics in the world. The game is for two players and is played just like the board game, except you don't have all the aggro of hunting for the missing pieces! The pieces are moved by placing a cross on top of the piece you want to move with the joystick. You then just press the button and position in the correct square.

RUNS ON A TEXAS TI-99/4A WITH TWO JOYSTICKS

BY NEIL HIGGS

```

830 DRAW"BR2"+@#;PRINT(X+10,Y+10),@.0
  PRINT(X+10,Y+19),@.0;GOTO910
840 DRAW"BR6D1"+KG#;PRINT(X+10,Y+6),@.0;DRAW
  "BR7B5C1U2NH2NEZ";GOTO910
850 DRAW#N#;GOTO910
860 DRAW#N#;GOTO910
870 DRAW#N#;GOTO910
880 DRAW"BR2"+@#;GOTO910
890 REM#CHECKS IF PAWN HAS REACHED ENDS
900 DRAW"BR6D1"+KG#;GOTO910
910 IF(X>0) THEN PX=X/22+1ELSEPX=1
920 IF(X<0) THEN PY=Y/22+1ELSEPY=1
930 IF(CX=PX AND CY=PY) THEN 950
940 PUT(200,0)-(220,20);CR;PSET
950 IF(CX=PX)PY=1 ANDPY=0 THEN 1140
960 IF(CX=PX)PY=7 ANDPY=1 THEN 1220
970 IF(CX=PX)PY=7 ANDPY=1 THEN 1220
980 RETURN
990 COLOR1,0
1000 PUT(X+1,Y+1)-(X+21,Y+21);CR;PSET

```

```

1010 ON(CX,CY)GOTO 1020,1030,1040,1050,
  1060,1070,1080,1090,1100,1110,1120,1130
1020 DRAW#N#;GOTO910
1030 DRAW#N#;GOTO910
1040 DRAW#N#;GOTO910
1050 DRAW#N#;GOTO910
1060 DRAW"BR2"+@#;GOTO910
1070 DRAW"BR6D1"+KG#;GOTO910
1080 DRAW#N#;PRINT(X+10,Y+10),1,1;GOTO910
1090 DRAW#N#;PRINT(X+10,Y+10),1,1;GOTO910
1100 DRAW#N#;PRINT(X+10,Y+10),1,1;GOTO910
1110 DRAW#N#;PRINT(X+10,Y+10),1,1;PSET(X+0,Y+6,@);GOTO910
1120 DRAW"BR2"+@#;PRINT(X+10,Y+10),1,1;GOTO910
  1,1;GOTO910
1130 DRAW"BR6D1"+KG#;PRINT(X+10,Y+10),1,1;PRINT(X+10,Y+19)
  "BR7B5C1U2NH2NEZ";GOTO910
1139 REM#PAWN PROMOTION

```

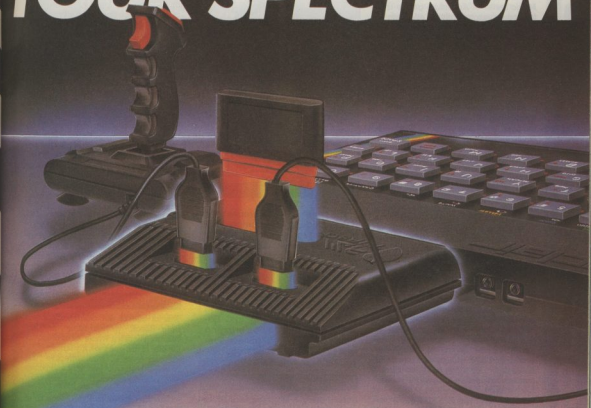
```

1140 PEE#INKEY#
1150 IFPEE="" THEN 1140
1160 CX=PX;CY=PY
1170 IFPEE="Q" THEN (CX,CY)=5;GOTO740
1180 IFPEE="R" THEN(CX,CY)=4;GOTO740
1190 IFPEE="K" THEN(CX,CY)=3;GOTO740
1200 IFPEE="B" THEN(CX,CY)=2;GOTO740
1210 GOTO1140
1220 PEE#INKEY#
1230 IFPEE="" THEN 1220
1240 CX=PX;CY=PY
1250 IFPEE="Q" THEN (CX,CY)=11;GOTO740
1260 IFPEE="R" THEN (CX,CY)=10;GOTO740
1270 IFPEE="K" THEN(CX,CY)=9;GOTO740
1280 IFPEE="B" THEN (CX,CY)=8;GOTO740
1290 GOTO1220
1300 DATA 10,3,9,2,0,5,11,6,12,2,0,3,9,4,10
2590 REM#INSTRUCTIONS
3000 CLS:PRINT:
3010 PRINT" the chess player"
3020 PRINT" BEAT YOUR OPPONENT (BLACK OR"
3030 PRINT" WHITE PLAYER),YOU MAKE YOUR"
3040 PRINT" CHOICE OF PIECE BY MOVING THE"
3050 PRINT" FLASHING SQUARE AROUND THE "
3060 PRINT" BY THE CURSOR KEYS,THEN BY "
3070 PRINT" PRESSING THE SPACEBAR AND "
3080 PRINT" THEN SELECTING THE MOVING"
3090 PRINT" PLACE BY USING THE SAME METHOD"
3100 PRINT" AND PAWN PROMOTION"
3110 PRINT" THIS PROGRAM SUPPORTS EN-PASSANT"
3120 PRINT" FORK=ITOS;PLAY=IT2L3B01AB0F0ED0ACD0E0A;NEXTX
3130 PRINT" PRESS ANY KEY"
3140 IF INKEY="" THEN 3150ELSE20

```

Y=Vertical position of squares
 X=Horizontal position of squares
 CX&CY=Check for pawn promotion
 PX=Horizontal position of piece to be
 moved
 PY=Vertical position of piece to be
 moved
 IS=Holds position of moved piece

TURBO CHARGE YOUR SPECTRUM



Outperforms any Spectrum interface

The unique Turbo interface from Ram gives you all these features – and more – in one unit:

- * A variety of interfaces including: Rom cartridges, two 9-way D plugs for standard joysticks, PLUS full expansion bus at rear.
- * Compatible with Kempston and Protek protocols.
- * Works with latest Quickshot Mk II auto rapid-fire joysticks!
- * Choice of Rom cartridge or tape cassette software.
- * Instant program loading with cartridge software.
- * Built-in power safety device – unique to Ram Turbo.
- * Full one year guarantee.
- * Immediate availability – 24 Hr despatch on receipt of P.O./credit card details (cheques – seven days).
- * Incredible value – only £22.95.

So don't wait around – simply complete the coupon and send it to us today.

Or call our credit card hot line on 02514 25252. (Access and Visa welcome).

Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

Please send me:

_____ Spectrum Turbo Interface(s) at £22.95
+ £1 p+p (overseas orders £3 p+p)

_____ Quickshot II Joystick(s) at £9.95
(Only when purchased with Turbo – normally £12.95 + £1 p+p)

I enclose cheque/postal order or charge my Access/Visa for: £ _____



Name _____

Address _____

Tel _____

To: Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

Trade and export enquiries welcome.



24 Hr
despatch for
credit cards and
postal orders

STONE OF SISYPHUS

The screen of my Atari lit up with "Welcome to Stone of Sisyphus", and I sighed with relief as my problems in loading the game were over.

This is number two in the *Maces and Magic* series of Adventure games that for some reason rarely, if ever, get a mention in the popular computer press.

As the game starts, you find yourself in the general store, close to the Dungeon of Sisyphus. Here you are asked to create your own player and give him or her a name, as well as a weapon chosen from 80 different types. Armour is also available in 26 different varieties.

Having made your choice, there is a quick swap of disks and you enter the dungeon itself. The screen is now split in two and the top half displays some of the best colour graphics I have seen on any Atari Adventure to date. Come to think of it, some of the best Atari graphics I have ever seen.

The lower half of the screen completes the picture and gives a text description of the room and any objects therein.

This is where the excitement begins and things really start to get different. Instead of the usual type of input, you are given a number of choices as to what to do next.

For instance, you may use either your knowledge of Adventuring, skill at fighting, or sheer bribery. If it sounds fun, that's because it is and totally unlike anything I have experienced before.

There is, of course, the opportunity to use any objects you come across. You also have the choice of letting the screen go blank while a new picture is being drawn, or sitting back and watching the computer building up the scenes line by line.

I have been playing this game for some time now and have found well over 50 rooms. "That's not a lot", I hear you say, but in this dungeon you are only expected to last 25 minutes, that's if your luck holds out that long!

My trouble is I always try to pick a fight with a guy who is just that bit bigger. Eventually, learning by my mistakes, I started going around minding my own business, when out of the shadows would step a ghoul or stone giant, to splat me meticulously over the dungeon floor.

There were only two points about the game I didn't like. It took four attempts to get a working copy—but no doubt AI have that ironed out by now. Secondly, as the game is in Basic, the graphic drawing is a little slow, but then their quality is so good, perhaps it's worth the wait.

In conclusion—if you have an Atari with a disc drive and fancy something completely different—this is the game for you! It costs £19.95 on disc only.

Paul Coppins

REVIEWS



Adventurers everywhere liked our last comprehensive round-up of the latest Adventure games so much that we decided to let our ace Adventurer Keith Campbell loose from the C&VG dungeon to bring you another bunch of in-depth reviews, aided by his trusty apprentices, Simon Marsh and Paul Coppins. Remember, C&VG will be bringing you an Adventure review special every other issue from now on. Now, on with the action...

TIME WARP

Great! I thought, an all-graphics adventure for a change—this should be good and I loaded the 16k *Time Warp* into Basic on my Atari.

As the game starts, you find yourself on the first level of a vast kingdom, from

which you roam about, picking up objects such as food, bullets and treasure.

If you can collect enough, you are able to buy the key to the next level. On average this takes about 25 minutes a level, but just how many levels there are is a secret not yielded by the instructions.

Of course, you don't get it all your own way. The spider servants of the evil time lord are out to kill or rob you if they can. They look like round blobs with sticks poking out and are the fastest thing in the game.

The graphics used to display the landscape are all character graphics, which are not the best I've seen. As the player moves near the edge of the screen, instead of scrolling, the whole screen is redrawn which seems to take longer and longer each time.

In fact, the whole mode of play is very slow and it seems to take for ever to get from one side of the screen and back again. Overall, the game is best compared with the type of game where the player runs around a maze shooting robots before going to the next level—but five times slower.

A game which looked reasonable at the start, but turned out to be a great disappointment, *Time Warp* is from English Software for the 16k Atari and costs £9.95.

Paul Coppins

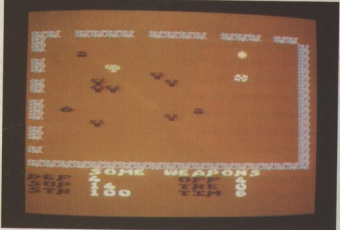
MINDBENDER

This is one of the *Golden Collection* from Gilsoft, written using the Quill system. There's a whole lot of them, but the title of this one took my fancy.

Apart from a rather effective "title page", the game is text only and comes with no instructions in the inlay other than how to load.

The first location begs a course of action which is demanded rather than logical and the consequences are pure fantasy! At this point the objective is revealed.

Immediately this part has been



You are in the tower bedroom. A large four poster bed in the centre with a bed-side table. An open window WEST overlooks a 100 ft. drop. A door is EAST (it looks locked!). There is a PARACHUTE here. You wake feeling weak with pains in your neck.
 ?E
 You can't go that way.
 ?OPEN DOOR
 I'LL TRY...
 SORRY, IT'S SHUT TIGHT.
 ?TAKE PARACHUTE
 Certainly, but if it kills me I'll never forgive you.
 ?

played out, the Adventurer has a problem to solve, which is really a matter of getting the right order of actions for the desired effect—to escape a prison cell.

Once the door is open, things start to get really difficult—difficult until the right word is found. And so, after many attempts, I lost my location details, and thought I'd better have another look around.

This time I'm SURE I'm right! You can't look or examine anything, or regain your location details—unless the required instruction is extremely obscure. And as I said—there ARE no instructions.

Once out of the cell, there are some interesting places to wander about and that's just what I did. The game does seem to wander rather, instead of concentrating the mind on a particular problem. I wandered around until I fell down an unseen and unmentioned hole, and got killed off.

HELP gives the reply "What do you think this is—the Hobbit?" and score tells you "England 0 Wales 0". Yes—one of THOSE games! Competent, but not out of the ordinary.

Mindbender is for the 48k Spectrum from Gilsoft, priced £5.95.

Keith Campbell

VAMPIRE CASTLE

"WARNING: We strongly recommend this game be played with the lights on." So begin the instructions for *Vampire Castle*, in which your objective is to find and destroy Dracula.

The game loads on a BBC micro to the music of Toccata and Fugue in D minor by Bach—you know, the one that goes "da di-di, da di-di, da di-di da dee". Nice the first time, but you can have too much of a good thing, like every time you die and try again!

There must by now be as many Adventures set in a castle as there are castles so, feeling somewhat over-castellated, I took the plunge. This castle houses Dracula and a dumb waiter. Wow! How original!

REVIEWS



But there are some unusual locations—a children's nursery for example—and objects—a hang glider! So the puzzles, or most of them, are fairly original within the plot. The response is fast, much faster, for example, than the Acornsoft Adventures and there are also occasional sound effects and graphics within the game.

The vocabulary is limited—another one of those games with no EXAMINE—and commands containing unknown words are met with a variety of rib-tickling responses like "What are you gibbering about?" and "Stop trembling and try again."

The game is moderately easy and should appeal to part-time Adventurers who like a bit of spoof horror! But if you've played and beaten *The Count*, this will be like an A-level exam to a graduate!

Vampire Castle is from Micrograf for the BBC B and costs £7.95.

Keith Campbell

PHAROAH'S TOMB

I was intrigued when I came across *Pharaoh's Tomb* for the Electron and I loaded it on my BBC to play. But of course, it was not the *Pharaoh's Tomb* I was expecting from Phipps Associates.

This one was from A&F Software. You do have to watch what you're buying these days, don't you?

The instructions told me my task was to collect 500 gold coins and the Pharaoh's mask before returning, and gave me a list of single-letter commands for doing such things as using bow and arrows, going backwards, buying items etc.

The player starts off in a graphically displayed entrance hall, where he may buy goods—if he has any gold.

The command "F" (forward) presents him with a peculiar green-coloured graphics design, over which are scattered letters.

These form an anagram, which has to be guessed and typed in before time runs out. The letters are entered on dashes displayed underneath the randomly placed letters.

Some of the words are so long that there is little chance of beating the clock. On other occasions the number of letters doesn't match the number of dashes.

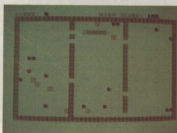
Various other chambers, apparently randomly encountered, present the player with various monsters—spiders, skeletons, mummies etc. Asked for your instructions, you are lucky to be able to get them into the computer before the monster attacks, sometimes causing you to lose gold you don't even possess. When I suggested firing arrows, I was put into what I assumed was firing mode—but the complete lack of instructions, and of any keyboard response to my wild hammering, made this a waste of time.

A couple of screens allow the player to use the cursor keys to collect gold and silver. Gold I managed, but silver seemed to have a bug, or some obscure and unmentioned command.

Not an Adventure, an arcade game, or a puzzle game, but all of these rolled into one in a way that makes trying to enjoy any aspect a virtual impossibility.

Pharaoh's Tomb is from A&F Software, for the Electron, BBC and Spectrum, priced at £7.90.

Keith Campbell



HEROES OF KARN

Heroes of Karn is a graphical adventure with music, in which your mission is to rescue four heroes held captive by spells, and to return treasures of the realm.

Each Hero has his own special abilities which come in very useful—you will certainly need all the help you can get!

The game starts among pleasant springtime fields, which lead to a stone barrow, a monastery and a castle—among other places.

Now I can take or leave graphics in an Adventure, but I did like these graphics, particularly one of a castle by the sea.

After the main blocks of the pictures are drawn, sprites are promptly dotted about the screen to add the finishing touches—the long tufts of grass, a tree, birds or a sailing ship.

The pictures are displayed the first time at a location, unless otherwise requested, but because the overall display is rather slow, for repeated attempts at the game it really pays to SAVE.

Is the game worth saving? I would say yes, but with one or two reservations.

The structure of the vocabulary is unusual and gave me some difficulty. Multi-word sentences are allowed, such as 'Say to (someone) "attack bear with sword"', but these will go unrecognised if one of the words is not known or if the punctuation isn't as expected.

For example, if you say something to someone, their name must begin with a capital, yet the first word spoken, which must be inside quotes, must not.

This inconsistency was rather annoying and somewhat time wasting, for many variations had to be tried before being sure a command was not a valid one.

The range of vocabulary is rather limited and the replies give no indication as to which word is not understood. I found myself a little disorientated until I got used to the command format.

A useful way to check out object words when playing an Adventure is to type TAKE followed by the object you want. If it is not known or not present, usually the form of the reply will give an indication as to whether or not it exists. Not being able to pass a bear on a narrow path up in the mountains, I tried TAKE HONEY and was told "The pot of honey is not here".

That summarises some of the problems in this game. It seems there are many existing objects that are needed—but where are they all?

I have to admit to being currently incarcerated in a dungeon with a guard immune to bribery with companion and self short of a key. But I do know it is a good one!

I had great difficulty in getting a copy that would load correctly—it takes 18 minutes by the way—but full marks to Interceptor Software for service. They were most helpful to me.

REVIEWS



A slight problem is Edgar, a bug implanted in your neck, following your acceptance of a do or die challenge.

Edgar will sink his poisoned fangs into you at the slightest sign of you making a run for it! Otherwise he will restrict his activities to commenting somewhat sarcastically on your progress and complain if you aren't making any!

The instructions in the accompanying leaflet convey the scenario effectively, are easily legible, give examples of input commands and, most importantly, a definitive list of special commands and abbreviations.

Among these are LOOK to redisplay location and STAT. The latter briefs you on your current level of Prowess, Energy and Luck, because in this game you will inevitably decide to go into combat mode, when these factors will be crucial.

The combat mode allows you to try to kill any of the characters you come across which makes for an unusual Adventure.



The music is nicely done, but so far I have only heard "Greensleeves". I am hoping there will be more when I find Haldir, the minstrel.

Clues are scattered everywhere in this game so remember to read all the descriptions very carefully.

Heroes of Karn is from Interceptor Software for the Commodore 64, priced £7 for cassette and £9 for diskette.

MOUNTAINS OF KET

Ket is the first in a trilogy and, whilst the tape was loading into the Spectrum under a bold and colourful title page, I read the leaflet folded inside the inlay.

Within this was a short but comprehensive rundown of the scenario, the objectives of the trilogy and of part 1. The background of information was plausible without being unbelievably elaborate and, in short, in this game you must reach the far side of the mountain.

If you dodge a hit, you use a luck point. The higher your luck rating, the greater chance of a dodged blow costing you one energy point. If your luck is poor, you lose three energy points, but if you don't dodge, your luck level is retained and you lose two points.

The prowess ratings determine the ratio of your hits to that of your opponent and the first one out of energy is a gonner.

Be warned, though! If you win, you may encounter an enraged villager out to avenge his compatriot.

Once out of the way, you can make off with your victim's possessions, some of which you will need to start on your journey to and across the mountain.

A fast response and clearly laid out screen enhance this adventure with a difference. Full marks to Incentive Software for *Mountains of Ket*, for 48k Spectrum and modestly priced at £5.50.

Keith Campbell

Frak!

--- from better Dealers
everywhere



Aardvark's aartful graphics
game on the Beeb.

Aardvark Software, 100 Ardleigh
Green Road, Hornchurch, Essex RM11 2LG

Cover

```

1 INPUT "KEY ?";C$: INPUT "MSG.";
  ?";D$: LET A = LEN (D$): LET
  B = LEN (C$): FOR D = 1 TO
  A: C = B:E = 0: A$ = MID$ (D$,
  ,D,1): IF A$ = " " THEN E$ =
  " ": GOTO 7
2 FOR F = 1 TO B: B$ = MID$ (C$,
  F,1): IF A$ = B$ THEN C = F:
  F = B:E = 1
3 IF A$ > B$ THEN C = C - 1
4 NEXT F: IF E = 1 THEN E$ = CHR$
  (64 + C): GOTO 7
5 FOR G = 1 TO 26: IF G + 64 = ASC
  (A$) THEN E$ = CHR$ (G + 64
  + C): G = 26
6 NEXT G:
7 PRINT E$: NEXT D
  
```

DORCAS

SOFTWARE PRESENT

(FORMERLY
DORIC
COMPUTER
SERVICES)

THE ORACLE'S CAVE

The Oracle's Cave is an exciting adventure game containing a unique blend of **HIGH RESOLUTION ANIMATED GRAPHICS** and text which is available for

48K SPECTRUM AND COMMODORE 64 ★ New Release ★

Its many features include:

- ★ Continuously displayed high resolution graphics
- ★ Time limit of five 'days' on every adventure
- ★ Completely new cave layout, monster position and event sequence generated for every game
- ★ All monsters, articles and locations depicted to a level of detail that pushes home computer graphics to the limit

The closest yet to a true animated graphics adventure... excellent value for money! *Popular Computing Weekly*

Superb high resolution with smooth scrolling... with the nights drawing in this program should give you plenty to think about! *Micro Adventure Dec 83*

The graphics are smooth, startling and exciting. They show the way for the development of the graphics adventure in the next year. *Sinclair User Annual 84*

Each quest is selected by you at the beginning of the game and you will have five game days in which to complete it. The time factor is exceptional in adventure games! *Sinclair User Dec 83*

Available from: W. H. SMITH, selected branches of
BOOTS, and J. MENZIES and other leading retailers or
direct from:

DORCAS SOFTWARE
3 THE OASIS
GLENFIELD
LEICESTER LE3 8QS

at £7.95 (postage & packing free)

COMING SOON:

- ★ THE RINES OF ZENDOS —
12 adventures in one game with even
more animation, problem solving, full
sentence input and other exciting features.
For the 48K Spectrum.

We have changed our business name to
DORCAS SOFTWARE to avoid confusion
with other companies and computers.
Rest assured that the high quality of our
products and services will remain
unaltered.

CG80



GAMES FOR GIRLS

Hold on while I change out of my garter belt to write this review, readers! Two games, *Jungle Adventure* and *Diamond Quest* come under the collective title of Games for Girls and were written by M. Sherlock and B. Bartis who could be male or female for all I know.

Keith passed on these games to me to review at a party he held to celebrate the launch of his book. Feeling rather upset at such a slur on my masculinity, I trotted round to my friend Julian Crouch, to have a look at them.

I have to mention Julian because he it is who has a Spectrum, on which they run, but more importantly, because I have recently discovered he is related to the Editor and I want to keep this job!

From reading the cassette inlays, I had an idea that these games might be bad. "We think (*Diamond Quest*) will particularly appeal to girls because the graphics are bright and colourful, and monsters do not appear!" Ten out of ten for the most patronising blurb and worst looking inlay—who wants to look at a pink inlay with animals in pastel colours?

The first game we tried was *Jungle Adventure*. You are cast as an African girl who must make her way home from school. Home is in the middle of the jungle.

Words fail me at this point! It is the most boring Spectrum game I have ever played. It isn't an Adventure, it isn't an arcade game—what it is I'll never know!

The second tape was *Diamond Quest*, which is much better and seems to have been well thought out. Even so, the game has a vocabulary of precisely 14 words! Watch out, Infocom!

The idea behind this game is to try to find the diamond treasure which is hidden in a palace. The graphics are quite good, but again, to call this an Adventure is a gross over-statement. It is merely a maze game. So, I think I'll stick to my knitting!

Games for Girls come from Laser Computer Simulations Ltd, for the 48k Spectrum, and cost £5.95 and £4.95 respectively.

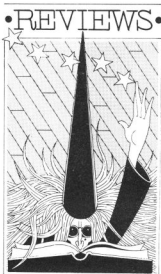
Simon Marsh

STARCROSS

The player starts this adventure sound asleep aboard the deep-space prospecting ship *Starcross*. Suddenly an alarm sounds, he jumps from his bunk and rushes to the bridge as fast as humanly possible.

So starts Infocom's first science fiction Adventure. As is customary with Infocom Adventures, the all-text descriptions and large vocabulary are impressive. The ability to type command in full sentences, several at a time all on one input line is one of the many innovations that put Infocom Adventures into a class of their own.

This Adventure is set in the year 2186,



when you have set off in your one-man ship in search of "quantum black" holes which could provide an inexhaustible source of power for man's ever increasing space civilisations. On arrival at what you hoped would be one such black hole, you find a very large alien ship spinning silently in space.

You land, or should I say arrive, on one of the alien ships' many landing pads with a severe loss of prestige and a bent ship. So there's nothing for it but to explore some of Infocom's most challenging situations to date.

Just finding your way around this huge ship has its own problems, but after a bit of mapping, you soon learn how to get from A to Z without getting lost. During these explorations you can expect to meet aliens—some helpful, others whose only goal in life is to try to impede you in every way possible.

A good sense of humour and a little working knowledge of science will come in handy.

The game comes packed in its own plastic flying saucer containing the disk, instruction manual and a large coloured star chart.

All this adds up to an Adventure that should keep even the most hardened Adventurers on their toes for many hours, whilst being light hearted enough for the whole family to enjoy. *Starcross* costs £30.00 and runs on the Atari.

Paul Coppins

HORROR CASTLE

Horror Castle is one of those few Adventures that this reviewer finds compulsive enough to drag him away from *Coronation Street*!

Without wishing to be over-complicitary, I must say that if *Horror Castle* is to be the new standard of Dragon

Adventures to be released by A&F then I for one will be very pleased.

The scenario is one of a beautiful princess trapped high in an evil-looking castle. It is your task, as the brave hero, to save her. I wonder if anyone is going to write an original scenario for saving princesses?

Well, princess-saving adventures appeal to me, so I set about my task in all haste. The usual verb/noun vocabulary is employed in this game (GET KNIFE etc). The first problem encountered is how to get into the grounds—a starter problem rather reminiscent of Scott Adams.

This is an apparently insoluble problem, but take some time and use some lateral thinking and you'll get in. Once there, a feast of delight awaits you!

You will find knives, ropes, lamps etc. Well, you didn't expect an original light source in a castle game, did you?

At one stage, my knowledge of John Wayne and cowboys came in very useful. A mutant in the cellar is a ghoul who cannot be taken lightly as he is prone to kill you at the bat of an eyelid. Talking of bats leads me to the vampire whose favourite meal is you—the intrepid Adventurer!

Do not think this game is without a sense of humour, for when I typed in HELP outside the second gate, I got the reply: "You don't need my help to open a @!%*#& gate, do you?"

Although a score feature is absent, when or if you complete your mission you are told how many commands it took. Knowing you C&VG readers, you will probably complete the game in a lot less than my best score of 290!

Here is a game I can recommend to anyone with a Dragon 32. It gave me hours of pleasure and I'm sure it will do the same for you! *Horror Castle* is from A&F Software and costs £5.90.

Simon Marsh

QUEST OF MERRAVID

In a review of *Quest of Merravid* in May's C&VG, I stated that it was not possible to recall the location description which is removed from the screen when a non-moving command is entered.

In fact, as Martech have pointed out, this CAN be achieved by typing 'L' and 'S' mentioned on the cassette inlay as one of seven examples of command vocabulary, despite my informing you to the contrary.

Merravid was one of several games out of their cases at the time I was playing it, and I can only conclude that I picked up the wrong inlay when I re-read the instructions—a mistake easily made when reading small print under artificial light!

This, of course, does highlight the point I was making about abbreviations. They are always best as an enhancement to plain English commands.

Keith Campbell

CASTLE BLACKSTAR

A game you QUIT because you want to start afresh, but leaving you with the message "QUITTING GAME WITH XX POINTS" and leaves your computer locked up, is NOT friendly!

I always adopt the philosophy that when a player leaves any game by entering END or QUIT, the computer should be returned to its normal state—not have to be disconnected before it is any use. And an Adventure requiring a reload for another try is not nice anyway.

OK, grizzling over—is the game any good? Surprisingly, after my bad start, and prejudiced as I had become against it, I found *Castle Blackstar* to be a very interesting adventure—certainly better than many available for the Spectrum.

The game is text only and the machine code program gives a fast response. It has a good plot, some reasonable puzzles and I felt happier with the simple black on white text than with many a lavishly illustrated multi-colored game.

The objective, which is fully explained in the accompanying leaflet, is to recover an orb, rid it of its evil powers and collect treasure. Points are awarded for being clever and collecting things.

The map is big and colourfully described and the vocabulary is claimed to be in excess of 200 words. Nevertheless, I found plenty of words that weren't recognised; many of them being displayed before me at the time!

Adventurers, as well as always being friendly and helpful souls, seem to be more disposed to bad language than most and this game copes with the situation in an original way by providing a swearbox—a location which fines you one object before you can escape!

If you're going to say something nasty, make sure you have a redundant object in your possession first! I can proudly claim to have beaten the swear box with some particularly foul language, but I suppose as a journalist I should have a wide vocabulary. (Shut-up Campbell—Mary Whitehouse will try to have it banned if you're not careful!)

So there you have it—don't go down in the woods to play, don't quit, and watch your mouth! *Castle Blackstar* for 48K Spectrum is from SCR Adventures, priced £8.95. Versions for Dragon 32, Commodore 64 and Apple II are planned.

Keith Campbell

WINGS OF WAR

Believe me, *Wings of War* from Salamander, is a stunner!

The instruction booklet starts innocently enough. "Lt. Roger Wilcoo looked rather smart in his new German uniform. He stared at the ground far below as he swung gently on the straps of his parachute. It seemed incredible that mere hours ago he had been loung-

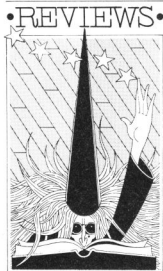
ing in the officers mess, playing chess with Out, the wonder dog."

What can be said about Salamander Adventures that has not already been said? Their anti-heroes of the computer world are, without a doubt, mad! One cannot fail to laugh at the introduction to the latest hero, Lt. Roger Wilcoo (over and out).

The object of the game is that you, the brave adventurer, must bring back the following goods from German occupied France: Black Box, Ignition Switch, Blueprint, Operation Guide, Manual and The Bomb.

Easy, huh? Well, this is not a job that will take a couple of days—more like a month.

In playing this Adventure, you know what to do, but cannot easily find the way to achieve your objectives! The vocabulary takes a little while to get used to, but I found the more I played, the easier it becomes to hit upon the correct command.



Although not the easiest Adventure around, it is worth persisting with, as it is, to my mind, the best Salamander Adventure I have played—and I have played the lot!

Many characters are to be found in the game and one such is the commandant who just sits in his office until you say a word. Which word I will leave you to discover!

Another character is the officer who follows you on your travels around the game. I think he must have a secret ambition to be a shadow, as he even follows you into the toilet!

Not surprisingly, perhaps, of all the rooms in this Adventure I have so far visited, the room without any exits is the hardest to escape.

In the room is a glass bust which when broken gives off laughing gas. If

one doesn't act quickly, it soon becomes anything but a laughing matter, as further progress in the game is stopped. To escape this fate, one must mask one's fears.

I can recommend this game to anyone who enjoys a good but not too serious Adventure and I took forward to the sequel, *White Cliffs of Dover*.

Play *Wings of War* and join me in the fight to win the war. Of the six objects needed, I have only two so far. I wonder how C&VG Adventurers will fare?

Wings of War is for Dragon 32, BBC B, and Oric, from Salamander Software, priced at £7.95.

Simon Marsh

COLDITZ

As a prisoner you must rescue a fellow inmate from the solitary confinement cell and lead him to safety from Colditz Castle, with the aid of your Spectrum.

There are many pitfalls in this adventure. In fact, you must be extremely careful to make the right moves—a false one and you'll be shot by the Nazis. On the surface, this looks quite realistic. After all, in the real thing you could get very near to escaping and get shot—alternatively, this might happen during your first moves. But it will make a lot of game saving necessary, if you are to piece the puzzle together and form an overall strategy.

Where the realism falls down a bit is exemplified by a little sequence in the parcel sorting office which has a 'wooden planked floor'. This is screaming out for attention, almost literally as it makes a noise when you walk on it. Pass through without solving the problem and a guard will hear you on the way back—fair enough. But it is impossible to examine wood, plank, or floor. You have to deduce that you must take a floorboard and it seems the board must be very wide or the room extremely narrow, for the description changes to 'a dirt floor underfoot'. Thus the guard can no longer hear you walking through.

Colditz has a fast response, even when displaying graphics which accompany some of the 70-odd locations in the game. A split screen layout is used, showing the picture and/or text description of the location above a length of barbed wire and the scrolling conversation, which includes visible objects, below.

This is a competent adventure which will take some time to complete. I have a feeling that playing might be more enjoyable if those parts of the map that a prisoner is expected to know at the outset were provided with the game. This is an unusual thing to suggest, I know, but strategy could be planned from the start, rather than having to take a hit and miss approach all the way through.

Colditz is for 48K Spectrum from Phipps Associates, priced at £6.95.

Keith Campbell

BUG HUNTER

— WRITE TO ME AT: BUG HUNTER
COMPUTER & VIDEO GAME, DURRANT HOUSE
8 HERBAL HILL, LONDON EC1R 5EJ
OR PHONE ME ON: 01-279 3881



YOUR MUSIC

Suggestions for music while you play are still arriving. Ian Watson from Birmingham sent me his top ten. So if you want to improve your top scores, these are the records you'll need to buy.

10. Jump—Van Halen
Donkey Kong
9. Thriller—Michael Jackson
Atic Atac
8. Ant Rap—Adam & the Ants
Ant Attack
7. Rock the Boat—Forest
Scuba Dive
6. Our House—Madness
Jet Set Willy
5. Into the Gap—Thompson Twins
Jumping Jack
4. The Caterpillar—The Cure
Centipede
3. China Girl—David Bowie
Chinese Juggler
2. Walking on the Moon—Police
Jetpac
1. White Christmas—Bing Crosby
The Snowman

BUG SET WILLY

The recent launch of *Jet Set Willy* produced the largest batch of letters on a single subject that I've ever received. And most were complaints.

There appears to be a number of bugs in the game. These are just a few of the ones which I've been sent. If you know of any more then please let me know.

If you go to any screen after Nomen Luni, then on any following games you'll find that the priest has vanished and that it's impossible to enter the kitchen without losing all your lives. Another reader entered the chapel and found that the four guardians had disappeared without trace. Again, walking into the kitchen cost him all his remaining lives.

David Naylor tells me that he has written to Software Projects about the bugs. In a duplicated letter, says David, they said that when you reach the attic on the roof you must be expert enough to complete the game. If again you visit those rooms where disaster has previously struck, you lose all your lives to stop you using them as a short cut. The chapel guardians will disappear to these places to stop you.

The letter from Software Projects ends by apologising for the fact that, once you have visited the attic and suffered this fate, there is no alternative but to reload

the tape to return the game to normal.

This is the official excuse for what still appears to me to be a bug in an otherwise excellent game.

Of all the *Jet Set Willy* letters I received, the ones which didn't talk about bugs told of various ways to cheat in the game.

I've been sent lists of POKES to give you infinite lives, help in your quest for the keys and even to make you start at whatever level you want.

What really concerned me was the number of letters telling me how to get past the colour-codes security system included with the game. I have been told how to disable this so that whatever codes you type in the game will still run. I'm not going to print them—it's illegal.

Oh, and by the way, that bit last time about Jane was a joke. Please stop writing to her!

MICROPOLY

May's listing for the Spectrum was *Micropoly*. Unfortunately, a few lines were rather difficult to read. OK, then, impossible.

You can put the microscope away now. Here are those lines again in glorious black and white.

The reversed part of line 2105 says
DOUBLE THROWN "AT 11,0+4;" AN-
OTHER GO "

while line 2110 says
1=BUY PROPERTY "AT 9,0+4;" 2=BUY
HOUSES "AT 11,0+4;" 8=SELL HOUSES
"AT 12,0+4;" 9=SELL PROPERTY "AT
13,0+4;" 0=MORTGAGE "

Next is 2115, where the reversed part is
3= NEXT PLAYER "
Now to 4400...

FINE OF £50 "AT 11,0+5;" TO PAY "
And 8805
INSUFFICIENT \$\$\$
8810 Q=QUIT GAME "
and I've saved the longest one till last,
which is 8808.

INSUFFICIENT \$\$\$ "AT 11,0+4;" 8=SELL
HOUSES "AT 12,0+4;" 9=SELL
PROPERTY "AT
13,0+4;" 0=MORTGAGE "

The game should now run properly.

A TEXAS HUNCH

Norman Sommut writes all the way from Malta with a correction he's found to *Hunchback* for the Texas as published in our April issue. Simply change line 1220 to a REM, and don't actually put in the GOTO 1150.

NEW XL OS

Owners of the new Atari XL micros have had a rough deal, especially those who have upgraded from an older 400 or 800. Atari has changed the operating system on the new XL range and software which ran on your old micro will not always run on the new one.

There is a way round this, though, in the form of a program called *Translator*. You run this on your new XL and it will load the old operating system into memory so that your old games will now run. The translator is available at the moment in America for \$10 and Atari plans to release it in Britain shortly. There's no fixed date yet, but I'll let you know as soon as I hear.

ARCADE BUGS

Here's some news of weird happenings in an arcade, courtesy of Darren Michael from Palmers Green, London.

While playing in a local arcade, he noticed a man notching up a huge score on *Pac-Man*. The man had completed around 200 sheets. (200? Are you sure?—Ed.) Then suddenly the right hand side of the maze disappeared and was replaced by a full character set! And it was possible to pass right through the red ghost.

Are you sure you saw this, Darren? You know, playing *Pac-Man* non-stop for three days can do funny things to your eyes—not to mention the rest of your body. too (I told you not to mention the rest of his body—Ed.).

These jokes get worse every month.

NO MAGIC 147

D. M. Bird writes from Nottingham with a small gripe about Visions' Snooker program for the Vic. After potting the last black, the program doesn't give you your seven points. Has anyone else found this problem?

HOW TO LOSE £s

Road Runner was our game for the Texas in June's issue. Although the listing is littered with pound signs, the TI micro doesn't actually have such a character on the keyboard. This happened because we didn't use a proper Texas printer to produce the listing. You can cure it by using a hash sign instead (#).

The remainder of the game is correct.

That's all for this month. See you next time. Or drop me a line or a phone call.

BY ROBERT SCHIFFREEN

GOD'S GREATEST!

48K Spectrum

Available soon for CBM 64

This is
no Fairytale
it's for
REAL!



£5.95



ACTUAL SCREEN DISPLAYS
The Most Graphical
Arcade Simulation
Ever Produced

AVAILABLE FROM SELECTED BRANCHES OF:

John Menzies

WHSMITH

Spice

makro

Divons

Express

Greenchip

WICKHAM

WICKHAM

ALSO AVAILABLE AT ALL
USUAL SOFTWARE OUTLETS.

RETAILERS CONTACT:

MICRO DEALER UK Ltd

Tiger trader

Lightning

PRISM

CentreSoft

PCS DISTRIBUTION

Bulldog

SDL

by CHRIS KERRY

If you have difficulty in obtaining your copy... look for the Crazies below.

Post coupon now to: Thor (Computer Software) Co. Ltd.,
Ravens Industrial Estate, Liverpool,
Merseyside L8 1AF Tel: 053-263 8023/2

I enclose Cheque/PO for £ _____

Name _____

Address _____

Credit Cards - Orders accepted by Phone -
053-263 8023/2

DISTRIBUTORS AND OVERSEAS ENQUIRIES CONTACT PAUL 051-263 8021/2

For Commodore 64

1 and 2 players/Joystick needed

Turbo-cassette

New from HesWare

Your Tuba-tootin' mad musical chase!

HesWare action play

FOR you: power-toots on your tuba, an invisibility escape-button and 4 lives. AGAINST you: six mad instruments from the Cymbomb to the Pianha, all trying to trap you in a maze of musical notes. BEFORE you: points to score, 4 starting levels, 21 different play-patterns of ever increasing difficulty. POWER PLAY: great graphics and musical sounds.

HesWare Turbotape

All the speed of a disk-drive, but not the cost. This program will load at—amazingly—in under a minute.

HesWare

Rootin' Tootin'

By Bryce C. Nussler



Joystick Required

Turbotape for Commodore 64

Turbotape for Commodore 64
and Cassette



For your copy of 'Rootin' Tootin'

(Cat. No. HSEE153). Available from all good computer software stockists.

Send me (tick as required)

- ☐ My local stockist's address
☐ Your full list of games
☐ _____ copy/ies of this game
at £9.95 each £ : p
+ single P&P sum : 30p
Total to send £ : p

Method of payment

By cheque or PO (no cash) made payable to **TECS**



- ☐ By Access or
☐ Barclaycard

Enter card no. Sign below:

Credit card sales: UK buyers only.
Response within 21 days.

To: Thorn EMI Computer Software Distributors, 296 Farnborough Road, Farnborough, Hants., GU14 7NF.
Phone: (0252) 518364.
Name _____
Address _____

ACVG1



THORN EMI
Computer
Software
Distributors



**SOFTWARE MERCHANDISERS, DISTRIBUTORS,
IMPORT/EXPORT**

- ★ Games, Utilities, Educational and Business Software from the U.K.'s leading software houses.
- ★ Joysticks, Interfaces, Cassette Loaders and Accessories.
- ★ Blank Data Cassettes.

Our Prices are amongst the most competitive in the Country!

PLUS, we provide effective display units, Best sellers lists, New release information and offer a 24 hour U.K. delivery service, including Saturdays.

Write or Phone for our Dealer pack and details of unbelievably low prices on Quickshots and other accessories.

THE BULLDOG RECORD Co. Bank Chambers, 56 High Street, Congleton, Cheshire CW12 1BA. Tel. (02602) 77611 Telex: 666916 Answerback Code: MET G

DON'T LET THE GREMLINS GET THE BETTER OF YOU. WRITE TO...

ADVENTURE HELPLINE



Keith Campbell, Computer & Video Games,
Durrant House, 8 Herbal Hill, London EC1R 5EJ.

KEITH Campbell's Adventure Helpline has become such a massive operation that we've decided to devote an entire page to your Adventure problems, hints and tips. Each month from now on you'll be able to find this special Helpline page alongside Keith's regular Adventure feature. And don't forget our bi-monthly Adventure review specials. All of which makes *Computer & Video Games* the best read around for micro-adventurers!

PI! PI! PI!

"Will the golden sundial ever be won?" asked the new boss. "Well, come on—you're the Adventure thingy—you should know! If nobody's ever going to collect, then we must expose it as a rip-off!"

"How long is a piece of string?" I muttered sotto-voce, groaning inwardly. Terry would never have asked a question like that—he was omniscient!

So I typed PIMANIA on my letter database program. YEATES, YEATES, YEATES went the printer. Small wonder C&VG are having to move premises—we need more filing space for letters from Jersey! But there at the end of the list was a new one, this time from Ireland.

Dear Keith,

HELP. I'm a Pimaniac. I must admit I'm a dishonest one, ie, I cheat! I can get past the Cavern of Ivory (LET GATE = etc) but I don't get any ultimate answer. I cheat by giving myself all the objects and then dropping them in the cavern.

I have a few humble questions before I eat my computer:

1. When you break into the program, does it delete lines and so make the prize impossible to win by cheating?

2. Why are the system variables coded "FLAGS 2"?

Break the program and type:
FOR I = 1 TO v: PRINT VS(I): NEXT I
and—remember—not all the exits are under "I2" Please help—I know your magical department can...

Yours Pimanily,
Martin Thomas

I'm dead pleased to hear all the exits are not under I2, I'm sure. Are all you Pimaniacs cheating looneys? And how am I going to answer my Editor?

"Oh! There you are, Tim! I've got a lead on Pimania. Reckon a fellow by the name of Groucho's hot on the trail."

(Well, he'll never suss that one—he's almost sane!)

BRAIN PICKING TIME

How can David Booth, a young blade from Blackpool, light the lamp and pick up the glowing brazier in *Feasibility Experiment*?

What kind of soup should Daniel Chua buy in *Critical Mass*? Daniel wrote from Hong Kong and I was tempted to suggest Bird's Nest...

Ashley Wainwright feels he is near to success in *Escape From Pulsar 7*, but is in trouble with an edge connector and can't work the lathe. Come in all you budding electronics engineers and tutors!

Simon Alder from Newcastle-upon-Tyne can't open the waiting room door in *Ten Little Indians*. Can anyone help?

"Can the Dragon in the North Tower of Twin Kingdom Valley be killed and, if so, how?" asks Jess Middlebrook of Ince Blundell, Merseyside.

Glistening things are slipping through the hands of R. A. Sedgwick of Chelmsford. Can anyone help before the sands of *Old Father Time* run out?

Michael Sugrue from Slough has been to the second level of Map 2 in *Black Crystal* but can't remember how! Can anyone help him with all three levels of Map 2?

PROBLEMS UNKNOTTED DEPARTMENT

This month's credits go to Peter Berry of Pendlebury for his clues on *Wizard and Princess*, Ian Noble of Hants for his tip on *Blade of Blackpool*, Eamonn Byrne of Manor Park giving *Colossal* help and James Douglas of Twickenham for being one step ahead of *Old Father Time*.

WIZARD AND PRINCESS
Maze sure you have the sapphire ring and go up the tower until you find a wizard raven. Wear and rub the ring, then do what comes naturally.
BLADE OF BLACKPOOL
The monster has a happy smile — perhaps that's because it's your round!
CHOWKEET MANOR
To get past the monster, be careful not to miss anything in your journey from Scotland Yard.
COLLOSSAL ADVENTURE
Forget about Wits End for the moment. The best strategy is to try to get as much treasure back to the building as possible. Ignore the Y2 rock—it will not talk, move or explode, but it does give the occasional PLUGH. Try examining the west pit in the two-pi room.
ESPIONAGE ISLAND
To move the rock, tie the rope twice and learn how to drive the vehicle.
OLD FATHER TIME
To get into the cavern, there are two ways—waving or levering. Seven years of bad luck may ward another problem.
THE PEN & THE DARK
Special transport will only arrive when conditions are right. Go into Maxwell Courtney's office and have a good look at his desk. Follow his suggestion! The ring is part of a bigger structure—perhaps a tool might help?
CIRCUS
The cable, should you seek one, must be for earthing the generator, since it is not insulated!



GAME FOR DOOMSDAY

If you like sudden death for no discernible reason, then here's a game that's certain to please. Logical it may well prove to be eventually, but there will be a lot of trial and error before you discover the error of your ways and learn the correct course of action.

I talk of *Countdown To Doom*. This is the first time that an Acornsoft adventure has fallen into my hands—*Philosopher's Quest* was borrowed from a friend, *Castle of Riddles* and others, I have never seen, and to me, represent unanswerable *Helpline* questions.

Trying to cheat revealed that the program is typically BBC—PROC PROC PROC and the only text I noticed was OK and a word about it being dark. Jolly good, but for all the "structured programming" it ain't half slow! A full-message response time of about five seconds is not good news for the Beeb which has just about the fastest Basic I have seen on a micro.

On starting, you find yourself on a perhaps too cleverly described wrecked spacecraft, so what do you do? My review copy had no instructions as to my mission, so I decided to get out and have a casual look around.

Outside the craft are multiple exits leading to multiple exits—make a wrong move and it could well be your last.

Your natural instinct tells you to check everything carefully before moving around or handling something. Trouble is, in this game, any command beginning with LOOK gives you your location description again and the word examine—EH????

It is an intriguing game

though. The scenario is compelling and full of promise. Since leaving the game, I have decided that when this review is finished I will go back and have another crack at it. With the number of Adventures I get to see, that means it's good!

A few days later I BEEPED it to life again for another try and, having learnt through experience, got further into the game.

I came across strange discs, pneumatic tunnels and a robot that putters around after you and systematically robs you! Dead ends are slowly being pushed outwards...

Perhaps this is a game best played a bit at a time, with long pauses for thought.

Countdown To Doom from Acornsoft is for the BBC B, and costs £9.95.

ADVENTURE CHAT

I continue to be amazed at the far-off places where people play Adventures written in English. This month's mailbag has had letters from the extremes of Iceland, through Hong Kong, to the United Arab Emirates.

I should have thought *The Hobbit* was difficult enough even with *English* as your natural language. So, Unnstein Alfonsen from Reykjavik needed all the help I could give him with *Hobbit*, as did Jostein Mork of Norway, stuck in *Colossal Adventure*.

Another reader I am able to help out is Gordon Keenan, stuck in *The Pen and The Dark*.

I suggest following the actions in the accompanying book first. If that fails to help, look in the upside-down clues!

Sue Keywood and her Vic-20 have exhausted their current supply of Scott Adams games. "Don't you think it's a bit mean of them not to have any more ready and waiting for veterans like us?" asks Sue.

Beverley Randle and Alison Hillman of Bristol sent me a letter in GOLD ink to announce their completion of *Kingdom of Hamil*. Their computer having told them that they are really rather clever, they put three

questions to me: 1. Are we really rather clever? 2. Can we have two C&VG tee-shirts? 3. Which Adventure game should we try in order to be VERY clever? To which I answered Yes, No and *Snowball*. Aaah! I can be really hard at times! But anyway, they didn't tell me which size!

Whilst writing, they described a most unusual problem they encountered with *Pirate*. A book accompanying the game gave the lowdown on Car Parks and Stations. This threw them off the scent for a while, not unnaturally! Has anyone come across an NCP outpost on *Pirate's Island* by any chance?

Remember Stephen Donoghue and the *Ghost Town* horse? My mention of a letter from Brian Pickerance a short while ago got young Kieron slightly indignant: "he's not a hyper-intelligent, Skol-drinking mega-being from a distant planet—he's my brother! And he really DID complete *Strange Odyssey* in six days!"

Only kidding, Kieron—and full marks for timing. You must have known that I was about to set off down the Staffs and Worcester canal on a narrow boat when you wrote!

BY KEITH CAMPBELL

CHEAT WITH MICHAEL AND VIC

To cheat by looking at machine code adventure text is not so easy to apply when the game is on a ROM cartridge, and many readers ask how it can be done.

Michael Sissons, of Hartley in Kent, kindly sent in the following routine:

```
10 FOR T=17000 TO 40000
20 A=PEAK(T)
30 PRINT CHR$(A);
40 GET AS
50 IF AS="1" THEN POKE
36879,8
60 IF AS="2" THEN POKE
36897,25
70 S="3" THEN P=1 TO
10000: NEXT P
80 NEXT T
```

Run this program and press 1 for the screen to turn black, 2 for the screen to turn white and 3 to pause the program for a bit. You will have to change the Vic to lower case by pressing the SHIFT and COMMODORE key together.

Michael warns that you can't find out everything by using it!

INSURE AGAINST INFOCOM!

I received an amusing broadsheet the other day from Bilk and Wheedle, Fiduciary Insurance Company of Upper Mongolia. "Have you ever stopped to think what might befall your loved ones (if any) in the event that you became hopelessly lost in the wiles of an Infocom game?" asked the blurb.

What is on offer is a series of hint sheets and maps, and for those who are interested, they are available from Infocom, P. O. Box 855, Garden City, New York 11530. Hint sheets \$7.95 each. Invisicues, complete with invisible ink developer, are also available — no details of price! Also the whole range of Infocom games can be obtained from this source, except where there is an exclusive dealership.

Either send off for details or order, quoting Visa, Master Card, or American Express number. Allow extra for outside US orders and optional air delivery.

THAT ROOM - WITH THE CALCULATOR!!

Perhaps one of the longest outstanding problems that has sent many an Adventurer round the twist is THAT ROOM in Deathmase 5000. You know — the one with the calculator, where the clue is TURN TURN TURN, the calculator displays the number of 312 and you are advised to reverse charges.

I reviewed this game way back in the third issue (January 1982) of C&VG and was going bananas then! You just can't get out of THAT ROOM! Or can you? At last, after all this time, the secret has been discovered and revealed by a regular reader and long standing correspondent, Brian Moore of Hall i' th' Wood, Bolton.

Not only can you get out, says Brian, you MUST go in, for to complete the game you need the calculator!

Many thanks, Brian, for the info. I believe that every Adventure has been solved by a C&VG reader somewhere!

WHAT DO YOU LOOK FOR?

The relatively large memory, plus the graphics and sound capability of current micros allows Adventure games to be written in many different formats.

For example, illustrations can be provided, music and sound effects can be added, the map made extensive, text verbose or plot extremely complex. Any one of these features, or combinations thereof, can be added to what was once the standard size of game.

This means that the Adventurer has a choice not only of title, but of type of game. He can play the highly graphical *Valhalla* or the complex and verbose *Zork*, he can listen to *Groucho's* music, or he can explore the massive spaceship in *Snowball*. Which of these features makes for an absorbing Adventure is very much a matter of individual preference.

Even if any particular one does not happen to be your cup

of tea, it must be admitted that all of the above Adventures are very good of their kind. But what of the attitude that anything not "state of the art" is somehow inferior?

Why, for heaven's sake, SHOULD every feature of a micro be used in a game? If an Adventure game is satisfying to play and contains a compact plot and some interesting puzzles, it may well be completely spoiled by adding the use of every advanced feature of the machine on which it is played just because they are there.

Are graphics really an enhancement if they slow the response beyond the player's boredom tolerance? Colour graphics were a novelty when first available on cheap micros, but nowadays, since they are so commonplace, they can be a pain if not handled imaginatively. To my mind, that means using them interactively or sparingly as an integral part of the game, rather than as a pictorial representation of the text. Otherwise, why not save the programming effort and provide an

old-fashioned picture book to accompany the game?

Furthermore, however realistic or melodic a sound accompaniment might be, it can become maddening if too loud and repetitive.

Finally, to the text. Do you really want to have to read screenfuls of repeated text every time you press ENTER? On the other hand, very short descriptions can destroy a game unless every syllable is put to use to convey the message, be it exciting, cryptic, or humorous.

What sort of Adventure game do YOU enjoy? What do you look for in the perfect Adventure? Write and tell me whether you are a text Adventure addict and whether you prefer a graphics orientated game or look for other features.

What micro do you play on and what do you see as the strong points and weaknesses in the Adventure games available for it?

Address your letters to Keith Campbell, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

OUR HALL OF FAME GAMES

C&VG knows that all you gaming fans are just dying to make your mark on the universe's premier computer magazine. Well, now's your chance. Just send in the Hall of Fame coupon with your hi-score and a flattering little photo of yourself and, if the score is high enough, we'll include your picture as well as your name.

ARCADIA

One of the best selling games around from Imagine. You can enjoy on the Spectrum or Vic versions — but don't forget to tell us which!

ATIC ATAC

A great new graphic adventure-style game from Ultimate.

DIAMONDS

English Software have high hopes for this mining game and are even offering a diamond as a prize! For the Atari owner.

JET-PAC

The game that made Ultimate a top name in the world of games software overnight and which is rapidly becoming a cult game. For the Spectrum and Vic.

KRAZY KONG

The best version of Donkey Kong we've seen for the Vic. From Anirag.

MANIC MINER

Sheer addiction for the Spectrum from the Bug Byte people.

PLANETOID

Acornsoft's brilliant version of Defender for the BBC. At Acornsoft, Neil Raine holds the top score of 408,000 — beat that!

SPLAT

Help Zippy survive in this extremely playable game from new games company Incentive Software.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game. Help Zippy beat the nasties. (On The Pyramid, please send your high scores direct to Fantasy at the address on the cassette inlay and NOT to C&VG. Fantasy have their own way to verify scores.)

ZALAGA

Space age action from Ardvark for the BBC.

ARCADIA SPECTRUM

- 1) D. Iles, Bridgwater, Somerset — 2,112,762
- 2) Andrew Milner, Hull, Humberside — 1,747,681
- 3) Fraser Watson, Sheffield, South Yorks — 952,149
- 4) D. Szweczyk, Sheffield, South Yorks — 718,176
- 5) Martin Jones, Amersham, Bucks — 535,015

ATIC ATAC

- 1) N. Leeds, Cardiff — 1,316,795
- 2) Daryl Unwin, Camberley, Surrey — 525,369
- 3) Wesley Kerr, Glasgow — 442,440
- 4) Stephen Laverback, Selby — 370,915
- 5) Jonathon Southern, Leek, Staffs — 355,000

DIAMONDS

- 1) Michael O'Mahony, Republic of Ireland — 5,997
- 2) Jeremy Askew, Kingsthorpe, Northampton — 4,126
- 3) Richard Davenport, Stockport — 4,121
- 4) Neil Taylor, West Midlands — 4,099
- 5) John Marshall, Nottingham — 3,943

JET-PAC

- 1) Derren George, Portesham, Dorset — 13,652,750
- 2) Lee Milne, Lancaster, Lancs — 12,892,750
- 3) John Thake, Ely, Cambridge — 12,857,815
- 4) Alan Ball, St Helens, Merseyside — 8,930,385
- 5) Jonathon Jones, Solihull, West Mids — 7,306,857

MANIC MINER

- 1) Daryl Unwin, Camberley, Surrey — 5,000,083
- 2) Paul Rattray, Kinnoull, Perth — 2,642,037
- 3) Julian Rignall, Dyfed, Wales — 2,000,923
- 4) A. Procter, Leeds — 1,970,815
- 5) Stephen Lynch, Wallasey, Merseyside — 1,763,590

PARSEC

- 1) Andrew Smith, Alloa, Scotland — 8,065,200
- 2) Neville Harrington, Dagenham, Essex — 2,194,300
- 3) Leon Smith, Gwent — 1,169,300
- 4) Matthew Cramp, London — 156,800
- 5) Paul Watson, Harrow, Middx. — 151,700

PLANETOID

- 1) Simon Killoch, Weymouth, Dorset — 1,114,100
- 2) Richard Tipper, Chesterfield, Derbyshire — 721,700
- 3) Paul Dhanon, Reigate, Surrey — 696,200
- 4) Matthew Constable, Andover, Kent — 682,800
- 5) Peter Harrison, Exeter, Devon — 593,550

THE PYRAMID

- 1) Giles Ahern, Surrey — 137,499
- 2) Alastair Douglas, Northern Ireland — 137,077
- 3) Joanne Thompson, Merseyside — 136,731
- 4) Scott Hamilton, Lanarkshire — 136,616
- 5) Graham Phillip, Wiltshire — 136,233

ZALAGA

- 1) Mark Davis, Suffolk — 5,284,170
- 2) J. C. Taylor, Whittlesford, Cambs — 1,286,400
- 3) Ina Dan, Thames Ditton, Surrey — 1,137,480
- 4) Richard White, Northern Ireland — 825,330
- 5) Sunjay Jain, Normanton, Derby — 815,360

Name
Address
T-shirt size
I scored
Game
Machine
Witness's name

HALL OF FAME



WORLD CUP



**'AMAZING ANIMATED
GRAPHICS'
SPECTRUM 48K £6.95
WORLD CUP SOCCER
TEL: 0401 43553**

ARTIC COMPUTING LTD

Main Street, Brandesburton, Driffield YO25 8RL

Cheques and PO's payable to Artic Computing Ltd.
Debit enquiries welcome.
Access and Barclaycard welcome.

TEL: 0401-43553

WARNING: These programs are sold according to
ARTIC COMPUTING LTD's terms of trade and
conditions of sale. Copies of which are available on
request.

Send S.A.E. (9in. x 5in.) for FREE catalogue of
our wide range of programs.



To: Artic Computing Ltd, Main Street
Brandesburton, Driffield YO25 8RL

Please supply

* Cheque for total amount enclosed £

Name

Address

* Access/Barclaycard No.

* Please delete or complete as applicable

CONTROL YOUR OWN RAILWAY



On Sale Now
at all good newsagents

**25 percent off
the Kempston
Interface E**

JOYSTICK REVISITED NEW: ADVICE COLUMN SPECTRUM DIGITISER INSIDE THE MOTOROLA 68008

... gamesmanship

COUNTER ATTACK

A game of strategy. Choose your colour, choose your rules. Blocks are coming down and across... But there is a twist in it! Calm control and cunning skill is required!

BBC
COMMODORE 64
£6.50



A TEST FOR ANY AGE!



Sixers

Life on Planet Sixxis is threatened! Your skills can save them from extermination by repairing the GRID, their power source and lifeline - but be warned...

A game of speed and co-ordination.

BBC &
ACORN ELECTRON
COMMODORE 64
SPECTRUM
£6.95 inclusive

sort animator

The Sort Animator program allows you to watch a sort in action. This product covers a suite of programs that are designed to provide the "Viewer" with a simplified method of a variety of sorting methods. A number of sorting methods are introduced, animated and described!

Five sorting methods. Lots of entertainment and enjoyment using the routines supplied.



BBC
£6.50

Think you can write a top seller? Send your product for assessment to the Product Development Manager at the address below.

* Dealing enquiries welcome.

Selected titles available at WH SMITHS.

Sixers

BBC
SPECTRUM
£6.50



DODGY DEALER

Can you make the right entrepreneurial decision? You have £5000 bank loan in a warehouse and a three year old van. You have experts to advise you, yearly reports and extra money to play with! But be careful - making money is not as easy as you think!

Lots of excitement and frustration!



ARTISAN 1: Character Generator

This is a design tool that makes the creation of single and multiple shapes easy, and will provide an insight to animation techniques.

TAPE 1 Contains the main Artisan program and several animated demonstrations.

TAPE 2 Contains several Artisan data sets, like: Greek letter case, invader characters, chess men, icons and many more!

Graphic Design Truly made easy!

BBC
ACORN ELECTRON
£11.75

Overseas Orders
Please add
£1.00 per
game purchased.

HOW TO ORDER

To purchase any of the games illustrated, fill in your requirements on a piece of paper, stating game(s), micro, name and address, enclosing your cheque/P.O. made payable to O.I.C. Ltd, and post to address below.

O.I.C. LTD., 15 BURGHEAD CLOSE, COLLEGE TOWN, CAMBERLEY, SURREY GU15 4XL

O.I.C. Ltd.

15 Burghead Close, College Town,
Camberley, Surrey GU15 4XL



Linking a micro to a larger computer via the phone lines was first brought into the average micro user's price range last year, by Micronet. This is a system which runs on the Prestel computers and offers up-to-the-minute information especially for the micro user.

The new piece of equipment introduced to the micro owner, to take advantage of this new application, was the modem. This converts the frequencies which the micro handles into those which the telephone system can cope with. After all, our phone system was designed for people to speak into and not for computers to squeak into at very high frequencies.

With the right sort of modem, you don't have to stop at Micronet. Many people are now discovering ways of linking their micros to large, mainframe computers. Ways both legal, and not so legal—gaining access to a computer on which they do not belong or for which they have not paid, for example.

MUD stands for Multi-User Dungeons and Dragons. It's a version of the classic adventure game and runs on a computer at the University of Essex. The D&D part is quite normal. It's the multi-user idea

which makes it novel. More than one person can actually be playing the game at the same time. In fact, up to 36 people can play at one time.

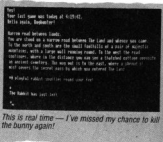
Access is via the telephone lines and is perfectly legal. A special non-charged account has been set up especially for MUD players. The reason that dedicated MUDders are nocturnal is that it's only available (or rather the free account is only available) between midnight and 6 am during the week. The reason for this is that if the computer was tied up with MUD during the day, access would be difficult for genuine university students!

Anyway, assuming that you have a suitable terminal (usually a BBC + modem + some scrolling software) you can access MUD.

Once you've logged in to the university's computer system, you type MUD to start the game. Each player assigns himself a character which they use when playing the game and you enter this at the start. Then comes the real multi-user part. Type WHO and the computer will tell you the names of the characters currently playing. Looking down the list, I notice that Denise the Witch is around, so I just type: "Denise,

hello there" and my message appears immediately on that person's screen.

There's no need to say who I am as the computer will do this for me. Whatever Denise happens to be doing, her



screen will scroll up and say: "Bug Hunter tells you, hello there".

If I want to talk to everyone at the same time, I can use the shout command. Typing: "Shout, who's out there?" will produce the message "Who's out there?" on all the users' screens. They can then choose whether or not to reply and whether to reply privately to me or to shout the message around.

Talking is one aspect of MUD and to some it is the main function. You can easily spend a whole night chatting away to people without actually progressing very far into the Adventure itself. Especially if you're new to the game and are after some tips from the hardened players.

This game is big. The program, including the very detailed text for all the locations, takes up 2,000k or more over 40 times the memory of a 48k Spectrum.

Simply listing the program on paper would produce a wad about six inches thick.

Approaching one location, I find a magic mirror. Great, I think, I'll have that. But

It's midnight. The office is silent. Computer fanatics everywhere are settling down to a few hours' rest. But scattered thinly around the country, a small dedicated band of night owls is awakening. You can tell that they're around because phones start to tinkle. And you hear the desperate cry of "What's wrong with the PSS exchange now?" and "Who knows where I left my password?" This is MUD. A nocturnal sport known to and loved by, dedicated computer junkies everywhere. It's an Adventure, sure. But it's far more. ROBERT SCHIFFREEN explains.



M.U.D.

before I can type "get mirror", somebody else has beaten me to it! This is the other aspect of MUD. You are actually battling "live" against other players.

The only way to get the mirror back from Denise is to kill her. Of course, there's no guarantee that I'll win. She'll probably kill me instead and I'll have to start again!

Now, here's some of the background to the Adventure itself. Most of what follows was told to me one night by a player under the name of Whizkid. This is the beauty of such a game—there's always someone around to answer your questions.

As well as the constant chat facility, you're also playing a very large Adventure game. Each description, as you'll see from the photograph, is detailed and lengthy. If you're fairly experienced and don't need all the detail then type BREF and only the first sentences will be printed. If, on the other hand, you need all the help you can get then type VERBOSE, which is the opposite of BREF.

The object of the game is to collect treasure. Dropping it in the swamp will then give you the points associated with that object.

As you collect more points, so your character will change. You start off as a novice and progress through characters such as wizard and necromancer. Of course, if you're a female character then you'll be a witch or a necromanceress. There are, in all, ten levels.

Stamina is important. Its value ranges between 1 and 100, the higher the better. Stamina will help you in a fight with another player. A fight will also take up some of your stamina. To replenish stamina you must sleep.

One of the first words which many people type when playing an Adventure for the first time are naughty ones. But MUD will not allow this. Using bad language will destroy you and the computer will say: "In an attempt to keep this game uncorrupted you have been killed."

If you are killed in a fight with another player then you are dead. Your character has been destroyed. You will have to log in again and reassign the character or create a new name for yourself. If you die by self-inflicted means like jumping off a cliff then you can still continue playing under the same character.

Just like other adventures there are objects. But because you're not the only player, the objects will not always be in the same place. If Lacrima the witch picks up the sword and drops it near the well, then when you get to the well you'll find the sword there!

You can use the objects to attack players. For example, you can type: "Kill Denise with sword". Denise will then be informed that you are trying to kill her and can take appropriate action. If she has more points than you then she'll probably win the fight. Alternatively she

If you then feel guilty and type "Sorry", the machine will reply with: "Oh that's quite all right, no need to apologise".

To play MUD, you'll need a suitable terminal with some software and also a modem. Although not perfect, a normal Micronet terminal will work.



can type FLEE, but you lose points for being a coward.

Talking to a player is easy. Just type the character's name followed by a comma and then the message. So to greet Lacrima the witch, just type: "Lacrima, hi there!"

You can also talk to selective players according to their experiences. For example, type "novice, hi there newcomers!" and all novices will instantly receive your message.

If you're an inexperienced novice then you can, if you want, choose to enter berserk mode which, as the name implies, will make you berserk! Berserkers have a greater chance of survival if they get involved in a fight. You also have the ability to retrieve the "long-sword" from the Excalibur-like rock in which it stands. But a berserker can't flee in a fight. He—or she—must stay and face up to the opponent.

If you have enough power, you can cast spells. You have the ability to summon another player to wherever you happen to be in the game. You can also chase them.

You may also interrogate the computer and ask it where certain objects are hidden. Wizards can even snoop on other players and see exactly what they're typing.

MUD is rapidly becoming a cult game among computer nocturnals. The night during which I played I conversed with around a dozen people, from as far afield as Tokyo!

The game is very user friendly. If you type a word which the computer does not recognise then it will try to help you.

You'll also need an account with British Telecom's Packet Switchstream, PSS.

This is a national network of special telephone lines which you access with a normal local phone call and your own password. So although the game runs on a computer in Essex, you can phone it at local rates. You can find out more about PSS from your local British Telecom office.

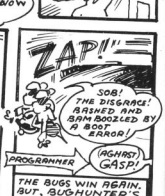
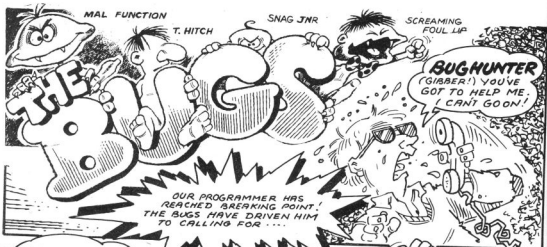
The reason why a Micronet terminal is far from ideal is not the modem itself but the software. So if you use a BBC for accessing Micronet then you can buy some different software.

You'll need some which scrolls the screen, as opposed to Micronet which starts printing at the top of the screen again each time it reaches the bottom.

Although the normal Micronet software will work, you'll have to keep clearing the screen after each page otherwise the text will become unreadable. If you're using a BBC, the clear screen character is CTRL-L. On a Spectrum, you may be able to adapt the software to send the screen clear character, which is ASCII 12.

It's 6.35 am and the sun is now rising over the C&VG offices. I've been talking to Whizkid, Denise, Lacrima and the like all night. And we've never actually seen each other or heard their voices.

Whether this is a good idea, I don't know. Personally, I'm off for some breakfast.



Available for
TANDY COLOUR 16K
COMMODORE 64 **ATARI 16K**
DRAGON 32

PENGON

Can you save penguin
Willy from the ferocious mutant
sea lions? Stun them by knocking them against
the walls, or crush them to a horrifying death with
sliding ice blocks. High speed
arcade action game. Full
colour graphics. Music.
One joystick required.

CASSETTE £8
DISK £9.95



Mail Order Sales from
Microdeal Mail Order 41 Truro Rd,
St. Austell Cornwall PL25 5JE

Credit Card Sales    
Phone 0726 3456



Dealers Contact
MICRODEAL DISTRIBUTION
0726-3456
or **WEBSTERS SOFTWARE**
0483 62222

MICRODEAL

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of



C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything

you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name:

Machine make: Model:

Other models it should run on: Number of K needed to run it:

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:

Author's name: Christian Sur-name:

Address:

Tel: Date:

Type of game: (If original please say so)

Loading instructions:

Game instructions: (If not included in the listing)

Office use only

Date received:		Evaluator's comments
Acknowledgement sent:	<input type="checkbox"/>	Good enough to publish <input type="checkbox"/>
	<input type="checkbox"/>	Needs some tidying up <input type="checkbox"/>
Date sent out:		Not worth publishing <input type="checkbox"/>
Date due back:		Same game already published on this micro <input type="checkbox"/>
Needs to be returned to author for alterations: <input type="checkbox"/>	Date sent:	Wouldn't load <input type="checkbox"/>
Due to be published in issue of magazine.		

A fine day for tennis on your Spectrum

This is Wimbledon.
The home of British tennis, enjoying Britain's fine weather.

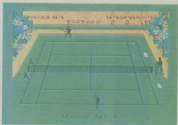
But this summer, things will be different. If rain stops play on court, you'll be able to carry on playing - with Sinclair's 'Match Point'.

'Match Point' is one of six new, all-action programs for your Spectrum. It lets you play tennis against the computer, a friend, or just sit back and watch an exhibition match.

Enjoy all the features of tennis - backhand and forehand shots, lobs, drop-shots, volleys, a scoreboard... even ball boys are on-call.

But good tennis strokes aren't everything. To win the Match Point Open Championship you'll need skill and tactics.

Luckily, though, you won't have to rely on the weather!



'Match Point' has been developed by Psion, one of the UK's top software houses.

You'll find it alongside Sinclair's other new titles - Stop the Express, Bubble Buster, Eric and the Floaters and Driller Tanks - in the shops, today.

At £7.95, it's a real winner!

Selected Sinclair software lines are available from WH. Smith computer stores, larger branches of Boots, John Menzies, Greens and most other software stockists nationwide.



Sinclair Research Ltd, Camberley (0276) 685311.

© Sinclair ZX and ZX Spectrum are Trade Marks of Sinclair Research Ltd.

sinclair



WHITE LIGHTNING

Any professional arcade-type game, or any game that your imagination can create, is now within your reach with White Lightning.

Forth-based, White Lightning utilises innovative mathematical transformations to produce phenomenal colour graphics which can move and scroll across the screen in a way you wouldn't believe possible!

All the well-known game "characters" are held ready-to-use, or, create your own with the sprite design software included. White Lightning is so fast, so flexible, so powerful and has so many more commands, the only limit is your own imagination, whether you're matching the newest pro game or creating your own - and who knows, you might even write your own hit game! Ask your dealer to run the demo - and expand your universe.

OASIS SOFTWARE

THE HIGH LEVEL GRAPHICS DEVELOPMENT SYSTEM FOR THE SPECTRUM 48K

If your local dealer doesn't stock White Lightning, just send off this coupon for our rapid-despatch service.

Please send me _____ White Lightning System Packs at £14.95 each. I enclose my cheque/P.O. for £ _____

Name: _____

Address: _____

Oasis Software 9a Alexandra Parade, Weston-super-Mare.
Telephone: (0934) 419921. Every product carries a lifetime guarantee. All prices include extensive manual, VAT and p&p.

24 Hour Access Tele-ordering on (0934) 419921.



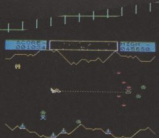
THE GAMES LANGUAGE OF THE 80'S!

Now, without any knowledge of machine code, you can write fast, smooth, professional, totally original games and market them **without paying royalties**.

Even if you have already mastered machine code, we believe that the time and problems saved by writing in **White Lightning's** FORTH—based high level language could revolutionise commercial games writing for years to come.

IDEAL IDEAL is an Interrupt Driven Extendible Animation sub-Language. Once you have mastered IDEAL's easy to learn set of over 80 commands and just a little FORTH, you will be ready to produce arcade-quality games even if you don't know machine code. Up to 255 Sprites, each with its own user-defined dimensions, can be moved around the screen (or memory), scrolled, spun, reflected enlarged or inverted with amazing speed and smoothness. Operations are possible between screen windows, Sprites and Sprite windows. Sprites can even stretch across several screens, so those difficult scrolling landscapes that form the basis of so many games are easy to achieve. Sinclair's own sound and graphics commands such as **CIRCLE**, **DRAW** and **BEEP** are fully supported, and there are some unique collision detection facilities.

MULTI-TASKING Because **White Lightning** uses interrupts, you can effectively run two programs at once. This means of course, that games like *Space Invaders* and *Defender* can be written without complex timing calculations. So while one



THE KEY TO PROFESSIONAL GAMES DESIGN

program smoothly scrolls the landscape, the second animates the other characters. This is undoubtedly one of **White Lightning's** most powerful features.

MARKETING AND PORTABILITY Although **White Lightning** uses an integer FORTH as its host language, programs can be written in a combination of **BASIC**, **FORTH**, **IDEAL** and machine language.

What is more, programs written in **FORTH/IDEAL** will be highly portable between the Spectrum and implementations under development for other popular micros. When it comes to marketing your completed games, there's no problem either. In fact **Oasis** themselves will offer to market outstanding software.

SPRITE DESIGN **White Lightning** comes complete with a separate 20K program for developing the Sprites used in the main system. Not only can you use this to design your own Sprites from scratch, it also comes complete with 168 pre-defined characters covering games like *Asteroids*, *Pac-Man*, *Assault Course*, *Defender*, *Space Invaders*, *City Bomber*, *Lunar Lander*, *Frogger*, *Centipede*, *Dankey Kong* and many many more. These characters are ready to use or can be enhanced. And Sprites can be saved to tape between editing sessions before being finally loaded into the main program.



Oasis Products are available from **Oasis** and all good software suppliers. Including: Websters, Games & Computers, Microdeal, The Dragon Dungeon, PCS Distribution, Pilonist, Goal Computers (France), Falk Computers (Scandinavia) and Jaylab (Germany). If your local dealer does not stock our products then let us know his address and we will contact him.



COMING SOON
the power of **White Lightning** on the
COMMODORE 64!

TAKE A SHOT AT J.R.

MEANWHILE... back on Southfork ranch, J.R. is looking worried. "Bobby, Sue Ellen, get in here quick!" he shouts. Bobby and the lovely Sue dash into the luxuriously furnished living room.

J.R. looks sternly at them. "Who's been giving away our secrets then?" he quizzes the guilty looking pair. "What do you mean, J.R.?" asked Sue Ellen, fluttering her eyelashes in a surprised fashion.

"I've just heard that some smart-alecs have come up with a computer game based on us!" he growls menacingly. "Gaspi!" says Sue Ellen. "Gaspi!" says Bobby. Cue dramatic music!

"But, J.R., that's not really a bad thing is it?" says Bobby, smiling faintly. "It sure is," screams J.R. "I'm not making any money out of it!"

But YOU, dear reader, could get something out of it if you buy the August issue of *Computer & Video Games*! We've got an exclusive Dallas competition for you to enter. The prizes? Copies of the newest Adventure game around, based on the world famous TV soap opera. The game is the work of top American games house—Datasoft. Regular Dallas viewers will have an advantage as they know the various quirks of the stars of the show—but anyone can play. This splendid illustrated adventure takes you inside Southfork and into the jungles of South America in search of the black stuff. Our friends at Centresoft have come up with a sackful of this new game just for *C&VG* readers. And there's a great new Bruce Lee Kung-Fu game up for grabs too! You can't afford to miss August's *Computer & Video Games*.

MYSTERY ADVENTURE!

In keeping with our soap-opera theme, we've commissioned a top Adventure games writer to get together an exclusive program based around a very famous soap opera which can be seen every week on British TV. Mystified? You won't be if you rush out and get the August issue of *C&VG*. All will be revealed on July 16th.

PLUS, PLUS, PLUS!

We'll also have our regular diet of great readers' programs, lots of the latest reviews, news and opinions, plus lots more terrific things too numerous to mention. Remember, you can't afford to miss *C&VG*—so why not place an order with your friendly newsagent now?

MICRONET 800

You may remember some months back we announced a *C&VG*/Micronet competition which gave you the chance to win an amazing Micronet modem plus lots of other goodies. All you had to do was let Micronet have your best games listing! Well, the program testers at Micronet have been busy looking at your entries for the contest—but they want more!

So we've decided to extend the contest and relaunch it next issue. If you've already entered, don't worry. Your programs are in safe hands and WILL be considered along with the new entries. So watch out for the next issue and the new improved entry forms!

FACE THE MUSIC



The micro-music contest featured in April's *C&VG* created quite a stir among the musically minded micro owners out there. We received several hundred entries and we reckon that all of them are potential top twenty hits. But we've only got three prizes to give away so it's going to take a lot of soul-searching and listening before we finally make up our minds. Vince Clarke, ex of Depeche Mode and Yazoo, now of The Assembly, will be giving us a hand in the final judgment and we'll announce the winners in our next issue. So if you entered, don't miss our August issue—order yours today!

To my newsagent: Please deliver/ reserve me a copy of *Computer & Video Games* every month. Price 85p.

Name

Address

PICNIC

BY TREVOR TRURAN

TEDDY BOYS' PICNIC

These throwbacks from the fifties, who once nearly gave up honey for Elvis Presley, are having their annual reunion somewhere down in the woods.

As well as all the traditional fun and frolics, like swatting bees with bicycle chains, the bruins have a few problems and need the help of something with a bit more brain—even though we haven't the common sense to spend the winter curled up snugly in some comfortable cave.

If you can come up with all the right answers, not only will you set the seal on their party but you can also compete for one of the fabulous prizes they have persuaded Tomy to put on offer.

Our friends at Tomy have offered six of their Tomytronic 3D games—three of their new stereo-sound versions for the first prize winners and three of the unique hand-held 3D games for runners-up.

UPWORDS

Before young Cedric can climb the ladder to reach that tempting beehive, he has to make the rungs safe. He can do this by finding the 12 six-letter words which fit into the squares. He has a clue to each word and the answer is entered by putting three letters along the line and the remaining three backwards along the line above. So if the answer to the first clue had been DANGER and the second answer were REGION, then the start of the ladder would look like this:

NOI
2 REG
1 DAN

Thus the last three letters of each word are the first three letters in the next word.

Clues:

- | | |
|----------------|---------------------|
| 1 improved | 7 can be eaten |
| 2 answers back | 8 joints |
| 3 marches | 9 birdlike descents |
| 4 damages | 10 snoops around |
| 5 sort of loaf | 11 noses |
| 6 select | 12 daft |

Can you find all 12 words?

SEESAWS

How many squirrels are needed to make the third seesaw balance?

HOP HIGH

Daddy Bear has been challenged by some young rowdies to cross the lake. He can hop from large stone to large stone.

Illustration: Terry Rogers





Percy the POTTYPIGEON

NEW
FOR
THE
CBM
64

Another
classic
from Tony
Crowther

£7.95
incl. post
and packaging

Birdlovers of the world unite. Defenders of the weak rally around. There's a little chap here who needs all the help he can get.

There's never been a bird as brave as Percy for maybe he's just plain foolish. Driven on by the instinct with which mother nature blessed him his only objective is to make a cosy little home. Percy shows no fear (or is it no brains!!) when he plunges into the path of oncoming traffic to bravely pluck twigs from the tarmac. He needs an ice cool determination (lack of common sense????) in sidestepping the attentions of the fiendish black cat and dodging the grasps of the slippery snake hungrily waiting for a mouth watering snack. Even when he's off the ground our desperate little friend has to keep his wits about him (those few he's got), dodging an aerial assault from planes, hot air balloons and a flock of nasty twig snatching sparrows.

But don't give up hope you've not taken up a totally lost cause. Percy has a masterful little trick under his wing - a battery of explosive eggs with which he creates a little havoc of his own.

Befriend this loveable little bird and you'll become addicted to his zany, foolhardy exploits.

Name

Signature

Address

I enclose a cheque/PO £

Charge my Access/Visa £

Card No.

Despatch is normally made upon receipt of order and should reach you within 7 days.

For amazing graphics and outstanding sound effects run a Gremlin through your micro.

Gremlin Graphics 22 Carver Street Sheffield S1 4FS Tel: (0742) 752732

**Gremlin
Graphics**



PULLING

starting from A, using the small stones for a bit of extra support on the way. The arrows show that he can go across and diagonally up or down but cannot jump straight up, say from A to E. As he goes, he must keep a running total. He starts with a total of 10 at stone A and, if the stone he lands on and his total are both even or both odd, then the stone value is added to the total. But if they are not the same—one is even and the other odd—then the stone value is taken away from the total. So if he goes from A to C his score goes to 14 (10 and 4 both even), but if he goes from A to B, his score goes down to 7 (one even and one odd, so 3 is taken from 10).

There is one slight problem for Big Daddy—as he jumps off each large stone, it sinks into the lake and cannot be visited again.

Can you write down the path for him and tell him, and us, the highest total?

SPOT THE DIFFERENCE



The two picnic layouts are supposed to be identical but the mob above have five things different to the shower below. Can you spot them and tell us what they are?

Make sure to mark the differences in red on the picture attached to the coupon.

MULTIPLE CHOICE

The seven bears having their photograph taken have, probably by sheer accident, made two interesting numbers.

The top row has formed 672 which is a multiple of 6 (6 goes into 672 exactly, no remainder). The bottom row has made the four-digit number 3584 which can be divided exactly by 8. The two numbers added together gives 4256—which is far too large.

How would you re-arrange the bears so that the top row of three bears is still a multiple of 6, the bottom row of four bears is still a multiple of 8 and the sum of the two numbers is as small as possible?

Send your answers to all the puzzles on the coupon given, please. Add your name and address and post it hastily to Durrant House to arrive not later than July 16th.



UPWORDS

- | | | |
|-----------|-----------|-----------|
| 1) | 2) | 3) |
| 4) | 5) | 6) |
| 7) | 8) | 9) |
| 10) | 11) | 12) |

SEESAWS

HOP HIGH

MULTIPLE CHOICE

Name

Address

COMMODORE 64 OWNERS MIDLAND COMPUTER LIBRARY

- 1) All the latest titles on cassette, disc and cartridge
- 2) Hire your first two games absolutely free
- 3) Life membership £5
- 4) Hire charge from only 11p inc. p/g for 1st 7 days
- 5) No limit to the amount of games you can hire
- 6) All games organised with full documentation
- 7) Games, Business & Educational software
- 8) Return of prizes guaranteed
- 9) Lowest new hard and software prices in the UK
- 10) Join now on money back guarantee

Send cheque or postal order for £5 with your two selections or large sale for further details to:

MIDLAND COMPUTER LIBRARY
31 Evelyn Close, Lodge Park
Redditch B98 7NA
Telephone 0527 26051



C015A

ATARI 400/600/800/XL OWNERS

Why risk losing those precious programs? With our range of utilities you can make a backup of almost all your software.

KOPY T4 — The only tape back-up system to take up to four stages (can do more) in one pass (16 — 48k versions on one cassette) — **£9.95**

DISC/DUP 2 — Copies full discs — remembers bad sectors and rewrites them — **£15.95**

AUTOMENU — Automatically lists every file on disc (Basic or binary) and will run them at the press of a button — **£12.95**

KART KOP — Transfers cartridges to tape or disc. Fully automatic — **£24.95**

HOWFEN DOS — A new disc file management system — seven functions inc. tape to disc, disc to tape, disc to disc, tape to tape. All files placed on disc with menu (loads in two seconds) — **£19.95**

Send sale for further details to:

AWG, 145 Bankside, West Houghton, Bolton, COE

SPECIAL OFFER for ATARI 400/600/800 OWNERS

Hire your first 2 games free from our extensive range of software. Up to the minute releases available. Apply now! Send s.a.e. to:
Charnwood Games, 27 Warwick Ave., Quorn, Leics.
Tel: 0509 412604

C058

ATARI 400/800/810 DISC/DRIVE

Autoback — Copy 816k discs easily. ROM simulator + program. £15. Note 48k required. Please state disc or tape.

Autotest — fit this to your 810 disc drive, features:

- 1) Write to both sides of disc without cutting notches
- 2) Write protect without labels
- 3) Quaternary drive down
- 4) Red-green LED protect/unprotect indicator

Easily tested no soldering required. Just plug in. £15.

Send S.A.E. for details of the above items.

MAGICAL ELECTRONIC SERVICES
14 Durham Close, Little Lever, Bolton BL3 1XA

C03

PROGRAMMERS WANTED

Original games and educational software required for most makes of home computer. Oubright payment or royalties considered. Strict professional ethics adhered to. Send your programme on cassette to:

Knight Products (UK) Ltd, 71 Colne Road, Earby Via Colne, Lancs BB8 6XL

C012

CARTRIDGE CITY

for Atari 400/600/800 and Commodore 64 cart. rentals. Yearly membership £5. Rates from 20p per day (equiv.). Large SAE appreciated.
CARTRIDGE CITY, 25 Gaitside Drive, Aberdeen AB1 7BH. Tel. (0224) 373448

THE SOFTWARE LENDING AND EXCHANGE LIBRARY

SPECTRUM, COMMODORE 64, DRAGON,

VIC 20, BBC & Z801

YES! We have programs for your computer

We have programs from 1000 to 100,000

£5.00 LIFE MEMBERSHIP (less than the cost of a single game) brings you our membership kit, including hire labelling, software exchange catalogue and introductory letter.

We now have OVER 300 HIRE TITLES, and 500 EXCHANGE TITLES, with large Spectrum and Commodore sections

All mail dealt with on a daily basis and OVERSEAS MEMBERS VERY WELCOME

New software discounted to our members at impressive rates

Send cheque/PO for £5.00 to

The Software Lending Library

PO Box 3, Castleford

West Yorkshire

WF10 1UX

Starting name, address and computer type.

FORGET THE REST AND JOIN THE BEST!!

C010

ATARI WORD PROCESSING

(Free delivery)

Star Gemini 10X dot matrix printer 120 cps. (All the features of EPSONS FX80 at £395.) Only £247 inc. V.A.T.

Atari printer interface fully compatible with all software (EPRROM driven). Only £70 inc. V.A.T. Also Commodore Interfaces, £3.95 inc. V.A.T. Buy both for only £300 inc. V.A.T.

MICRO RESEARCH LIMITED, 8 NAPIER SQUARE, HOUSTON INDUSTRIAL ESTATE, LIVINGSTON, WEST LOTHIAN, SCOTLAND, EH54 5DG.
Tel: 0506 31605.

C01

SOFTWARE up to 20% discount. S.A.E. for list.
Emic Video, 6 Balfour Road, Beckenham, Kent.

C0

VIC 20 + 8K/16K, SPORTS PACKAGE. Soccer Manager, Cricket Match. Realistic decisions, actual matches. £5. K. Palmer, 59 Old Park Road, Sheffield S8 7DS.

C0

WANTED

High quality programs for

ATARI/CBM 64

We currently offer good rates for BASIC AND ASSEMBLY LANGUAGE programs suitable for use with the Atari and Commodore 64 range of home computers.

Details of programs still under development are also of interest.

For a quick and friendly response send programs on cassette with detailed instructions to:-

Lantern Software,
4 Haffenden Road,
Tenterden,
Kent TN30 6QF
or phone (05806) 5424

C024

ATARI GAMES CLUB

Cassette/disc/cartridge hire

To join send £15 membership and list of four titles in order of preference. First 3 hires free.

Send to: **Games Club, 11 Park Road, Salford, Manchester.**

C017

EXPRESS

JOYSTICK REPAIRS

Joysticks repaired and returned within 24 hrs. E.g. Atari, Vic, Quickshot etc. Send joystick and £2.95 + 50p postage

ATARI SPARES

Strong replacement joystick handle inserts at £2.50 pair.

Joystick handle top fire button kit, includes insert and grip at £2.95 each.

JOYSTICK OFFER

Joysticks suitable for Atari/CBM64/Vic etc. £4.95 + 50p post. Dual fire button model £6.95

COMPUTER SUPPLIES, 146 CHURCH ROAD, BOSTON, Lincs PE21 0JX.

C077

★ ATARI 400/600/800 16K ★

ASTRA PHANTASM! It's you versus heads of space mutants in an escalating challenge. Super smooth scrolling, high resolution graphic engineering, 100% machine code action and more.

3-4 NOVELL & CROSSES a 100% machine code version of the famous classic game. Can you beat it?

Both games for £5.00 (autoback cassette) or £7.00 (autoback disk). P & P and instructions included.

AD ASTRA

21, Charles St, Wrexham, N. Wales.

C011

Timeless Software

Texas TI99/4A Software

Extended BASIC	
T 3 The Crazy Fun House*	£7.95
T 4 Blackbeards Treasure	£7.95
T 9 Kong*	£7.95
T 11 Daiglo	£8.95
T 12 Games Pak III*	
(contains Kong, Bouncer, Romeo)	£14.95

Books

B 1 The Smart Programming Guide for Sprites

* = Joysticks required. All prices inc. p&p.

Send SAE for detailed list. Cheques/POs to:

Timeless Software, 3 Bridgend,

Fauldhouse, W. Lothian EH47 9HF.

C055

ATARI COMPUTER OWNERS

Make the most of your Atari 400/600/800 by hiring from our Software Library. We offer a wide selection of the many games and adventures on the market for your computer.

For full details send a S.A.E. to: **Star Hire, P.O. Box 48, Bracknell, Berks. RG12 4WD.**

C069

ATARI 400/800 SOFTWARE

Why spend a fortune on software when you can hire all the very latest released games etc. at a most competitive rate? We have an all round selection of discs, cassettes and cartridges awaiting your Atari 400/800. Apply now and hire your first 2 games free. Well over 600 different original titles.

For full details send stamped addressed envelope or telephone 0783 286351 evenings 7pm-10pm or weekends

* Blank Discs £16.50 per box of 10
16K Ram boards (ex-upgrades £16 each)
Encoder at £9.95 (tape) and £11.95 (disk)
P & P is free

GAMES & SOFTWARE CLUB
35 Tilbury Road, Thorpe Close
Sunderland SR3 4PB

C087

APPLE II Adventures written on your desired theme. Send £8 (disk) or £6 (tape) with theme to: **Startrader Software, Chelwell-Dene, Chapel Street, Welford-on-Avon, Warwickshire.**

C0

DJB Software

ATARI 400-600-800 Rental Club

Some of the first to try out the very latest releases. For the most comprehensive selection of the best and most popular games available on cassette and cartridge. Constantly updated.

Send a large SAE for details to:
DJB Software (Dept C.V.G.),
11 WOODLAND AVE, HOVE, SUSSEX,
TEL: 0273 567423

CG36

NEW ATARI/CBM 64/DRAGON GAMES

EAGLE EYE (Connect 4)
COLOUR CODE (Mastermind)
COMPUTER BATTLESHIPS
SLUGS (one/two player action)

£5.95

Also
ADVENTURETIME (next adventure) £7.95
Introductory offer - all five on one tape or disc - £19.95

A.W.G., 145 Bankside, West Houghton,
Bolton, Lancs

CG38

LANCASHIRE MICROS

Sinclair, Commodore, Dragon, Lynx, Acorn/BBC, Oric, Memotech computers.

We have an extensive range of books and software - over 200 Spectrum titles alone
LANCASHIRE MICROS, 89, EUSTON ROAD, MORECAMBE, LANCs, TEL: (0524) 411435.

Send S.A.E. for free list.

CG59

BLANK CASSETTES

Not on the professionals for guaranteed top quality cassette tapes suitable for all great value budget prices. Packed in boxes of 10, comply with labels, info cards and library case.

Price includes VAT, post & packaging

LENGTH	BOX PRICE (10)	QTY.	VALUE
5 mins (c.5)	£4.55		
15 mins (c.10)	£4.60		
15 mins (c.12)	£4.65		
15 mins (c.15)	£4.65		
20 mins (c.20)	£4.70		
20 mins (c.25)	£5.30		
30 mins (c.30)	£7.00		

Cheque/Postal Order enclosed for

NAME: _____
ADDRESS: _____
FREEPOST Tel: (0523) 786666

CG67

ATARI OWNERS MIDLAND COMPUTER LIBRARY

- 1) All the latest titles on cassette, disc and cartridge
- 2) Hire your first two games absolutely free
- 3) Hire membership £5
- 4) Hire charge from only £1 inc. plug for full 7 days
- 5) No limit to the amount of games you can hire
- 6) All games originals with full documentation
- 7) Games, Business and Educational software
- 8) Return of goods service guaranteed
- 9) Lowest new hard and software prices in the UK
- 10) Join now on money back guarantee

Send cheque or postal order for £5 with your two selections or large sale for further details to:
MIDLAND COMPUTER LIBRARY
31 Evenlode Close, Leek Park
Redditch B98 7NA
Telephone 0527 26051

CG144

COMMODORE 64 AND VIC 20 PROGRAM COPIERS

They copy most cassette based BASIC, machine code and multi-part programs of any size. Both copiers are written in machine code. Audio and visual prompts are used for easy operation. Full instructions are contained in the programs.

VIC IMITATOR £5
IMITATOR 64 £5

Please state which is required and make cheques/POs payable to IAN WAITE.

Send orders to:
IAN WAITE, DEPT C.V.G.,
11, HAZELBARRON ROAD, SHEFFIELD S8 8AU.

CG67

ATARI 400/800/XL Cartridge Backup System

Backup 512K cartridge tape or disc. No hardware modification required. 400/800 with 48K. Not suitable for the XL series. On tape version has gold edge blades on cartridge simulator. Cartridge to tape and disc £15.00, disc to tape £20.00. Spare simulator boards £12.00, disc to tape £17.00.

Tape Duplicator

Duplicate almost any single or multi-tape tape BASIC program. Runs on 400/800 and XL series. 48K ram recommended. Tape Duplicator £3.00

Fast Loader

Reduce tape loading time by re-recording almost all of your single or multi-tape tapes at a faster load rate (up to 40% faster). Absolutely no hardware modification required. Under standard 410 or 1010 program recorder. 400/800 and XL series. Fast Loader £10.95

Send SAE for details of 6000XL memory expansion (£75) and 800/800XL cartridge backup system.
All prices include p.p.h. Send large SAE for further details.

S. TERRELL

17 Cock Close Road, Yaxley, Peterborough PE7 3JU.

CG68

COMPUTER VID

Unique rent-a-tape service from £1 a week. If you like the game we take a rental fee off the cost of the game. £5 life membership. Available for popular computers.

Write to: 278A Wightman Road, Hornsey, N4.
Tel: 340 4074.

CG81

PERSONAL SOFTWARE USERS ASSOCIATION LIBRARY AND SWAP CLUB

Join and take advantage of our range of services. We have hundreds of cassettes for hire and exchange. Also we sell at discount prices and purchase cassettes from members. Open to Spectrum, Dragon, T199-4A, BBC, Oric, CBM 64, Atari and Vic-20 owners. For details send large S.A.E. (stating which micro) to:

P.S.U.A., 19 Lammerton Terrace,
Dundee, DD4 7BR.

CG17

ATARI 400/600XL/800/800XL CASSETTE BACK-UP UTILITY

Make back-up copies of your valuable Atari software with this user-friendly copier. Easily duplicates single or multi-stage, machine-code or Basic, cassettes with long or short I.R.B.s. Loads and saves all multi-stage parts continuously (even those with 4 or more parts). Repeat copy. Turbo feature gives you the OPTION to save your copies at faster load rates. £7.95 for Autoback cassette. Tape to Disk Utility. Transfer your autoback cassettes to Disk and then run them from a menu. £9.95. Cheapest C.D. to C. Gibbons, 178 Bradwell Common Road, Milton Keynes, Buckinghamshire, MK13 8BG.

CG89

ADVENTURE INTERNATIONAL

(BBC/Spectrum/Commodore 64/Atari)

The very best of American adventure games from the talented Scott Adams of Orlando, Florida - NOW AVAILABLE on BBC CASSETTES! For individual sagas each at £7.95 inc. VAT (postage free). (Spectrum/Commodore 64/Atari at £3.95). (Saga no 1 - Adventureland, no 2 - Pirates Adventure, no 3 - Secret Mission, no 4 - Woodside Castle).
Send cheque/PO for exactly this amount. VAT and postage is included, or write at no cost to our FREEPOST address for a free brochure/order form.

DEALER INQUIRES WELCOME

MICHAEL GUIN ASSOCIATES, FREEPOST
140 HIGH STREET, TENTERDEN, KENT TN30 6HT
or telephone 05806 4279

CG96

COMMODORE 64 OWNERS

YES! You can now make back-up copies of your precious originals. The Copy Generator is a new program which makes copies of your games etc from tape to tape or tape to disc. For your copy of this amazing program, send cheque or P.O. for £6.50 to: Ramex Technological Research, P.O. Box 3, Castleford, West Yorkshire, WF10 1UX.

CG99

BORING ADVENTURES

are a thing of the past.

Magic stones, Talamas (shortly) who needs them?
The Whited Sepulchre certainly doesn't!
What it does need is a sense of humour and a 48k Spectrum.
Go on - blow your mind for £2.25.
Mail order only.

RAMTRIX SOFTWARE

2 Rutland Avenue,
Knaresborough, Lancs BB1 2DF

CG115

TEXAS SUPER SOFTWARE-SAVERS

	WAS	NOW
• R-SKI	3.50	1.95
• HOT-HELLY	3.65	1.80
• BASHA-BUS	3.70	1.85
• NUCLEAR-PODS	4.25	2.10
• MAGGOTT-MUNCH	3.50	1.95
• CASINO	3.95	2.00
• HOP-IT	5.95	2.90
• TOMPODD	4.45	2.30
• MINI-KONGA 65	2.35	

• BASICLINE-EXPANDED

• EXT. BASIC

For full details send large S.A.E. for free catalogue

Cheques or P. Orders to:
MICRO-BYTE SOFTWARE
171 SAINT MARY'S AVENUE
PURLEY, HEADING
BERKSHIRE RG8 8BJ

CG116

WARNING!

IT IS ILLEGAL
TO DUPLICATE & SELL
COPYRIGHTED
SOFTWARE.

INTELLIVISION console and 33 cartridges, perfect condition, £200. Acoustic mod and micromet software for BBC, £30. J. D. Campbell, 248 Hornem Road, Tottenham, Waverhampton W9 0HQ.

ZX81 32K, in original packing, complete with leads, manual, 10 games, many magazines. Cost £90, only £50 ono. Tel: (0990) 24780.

VIC 20 C2N recorder, Basic Part I, joystick, dust cover, £50 worth of software, also magazines, books. Worth £220, accept £120 ono. Good reason for sale. Tel: 01-659 2830 after 7pm.

ATARI VCS. Good condition, two custom joysticks including 16 cartridges, many recent. Worth £380 new, £100 ono. For details Tel: 0236-622363 after 6.30pm.

SHARP MZ-80K 48K ram with VDU and cassette recorder. Only £200 ono. Also supplied over 50 programs including arcade games and educational programs. Tel: 021-771 1203 after 5pm.

FREE 48K One 1 plus £40 software plus book to first caller to buy my One 1 power pack for £100. Wanted: PB100, will pay £30. Ian Tel: Stafford 0785-211445 now.

PHILIPS G7000 cartridges. I have Air-Sea-War, Computer, Samurai, Stone-Sling, Dam-Buster, Labyrinth, Jumping Acrobats, Satellite-Attack, Munchkin and Freedom-Fighters. Will sell for £5 each. 165 Far Land, Belper, Derbyshire.

SPECTRUM SOFTWARE for sale or swap: Ant Attack, Eskimo Eddie, Invasion of the Body Snatchers, English Literature, Laser Snaker, Factory Breakout, Mined Out, Ground Attack. Tel: Bristol 0272-569599.

ATARI, VCS. Five months old, £40. Asteroids, Ms Pacman, Starrunner, Raiders Lost Ark, Assault, Yars Revenge, Starblaster, ET, Haunted House (Atari carts), £5 each.

SPECTRUM 48K plus tape recorder plus over £150 worth of software plus many books and mags. Only £200. Tel: Sunderland 0783-482447 after 6pm.

VIC-20 CARGAIN. Vic-20 cassette unit, two books, super expander plus 3K, 60 games plus joystick, £130. Tel: 01-452 5940 (afternoons Mon-Fri, evenings Sat-Sun).

VIC-20 plus 16K, tape deck four-slot motherboard, speech synthesiser, intro to Basic part 1 and 2 plus lots of software plus program reference guide plus game cartridge plus many other bits. Cost £320, sell for £200 ono. Tel: Southend 545807.

SPECTRUM 48K, Quickshot joystick interface, Currah speech amplifier, 16 original games including Fighter Pilot, Jetset Willy, Wheelie, Zoom, Minic Miner. All in brilliant condition, boxed, as new, only £200. Tel: 01-385 2858 after 4pm.

ZX SPECTRUM for sale. Kempston joystick and interface, dustcover, over £600 of software, books and magazines, all the latest software titles. Sell for only £200. Total value well over £800!

SHARP MZ-8A. Excellent condition. Complete with all manuals, tapes, and dust cover. Includes full range of Sharp software and professional games. Cost over £550, now only £259. Tel: Walton-on-Thames 244758.

COLECOVISION with Donkey Kong cartridge and Turbo Module, £105 ono. Or will swap for good condition 48K Spectrum. Tel: 01-701 4380.

VIC 20 starter pack joystick, lots of software, cassette plus cartridges, Gorf Avenger plus more £210. Four months old. Martin Barker, 33 Wright Road, Heston. Tel: 897 7816.

VIC 20 16K tape recorder, joystick, three cartridges, manuals, magazines, lots of cassette games including Matrix, Arcadia. Only £215 ono. Bargain. Tel: 0484-716241.

FOR SALE. 16K switchable VIC 20 computer with 100 games, recorder, cartridge copier (including 18 copies). £200 ono. Or swap for 48K Spectrum. Alan, Tel: 0484-716241.

PDP 11/35 128KB, Etc. 2PKR05, 2XTU10, LA36, £1500 complete. Also spare 64KB processor and spares offers. Tel: Accrington 393067 for details.

SPECTRUM software Scramble, Frenzy, Astro Blaster, Speed Duel, Quest, 3D Tunnel, Space Racers, 3D Tunnel, 3D Space Wars and Past £3.50 each or lot for £35. Tel: Bradford 670505 after 4.00pm ask for Jamie.

SHARP M280K 48K ram, integral screen plus tape, six languages 2EN XTAL Basic word processors compiler plus other utilities, user notes books, hundreds of games. Cost £1,000. £400 ono. Tel: 01-650 3598.

TANDY (16K) TRS-80 Model 1 Level 2 complete with green screen monitor, manuals and leads. Many games including Space Warp and Firebirds. Adventures including Raaka Tu-Idel beginner's machine. £175 ono. Tel: Plymouth (0752) 339629 after 5.30pm.

ATARI 400/800 software. Pole Position, Airstrike II and Crazy Kopter. The lot for £35, interested??? Tel: Rob 0272 669918 (Bristol) after 4pm.

SHARP MZ-80A 48K, two basics, assembler, dis-assembler, plus games (inc Chess, Pacman etc) Cost £650 plus. In perfect condition. £300 for quick sale. Tel: Gooite 861384.

TEXAS INSTRUMENTS TI99/4A, extended basic, speech synthesiser, joysticks, 6 cartridges, Pacman, Asteroids, Invaders, Amazing Soccer, Car Wars. Cassette recorder and lead. Teach Yourself Basic and extended basic tapes. All very good condition. Worth £450. Sell for £250. Tel: Birmingham 38103.

SIMONS basic for CBM 64 for sale, 3 months old, hardly used. Includes 3 programs on tape, only £40. Tel: 01-593 5479 after 4.30pm.

VIC tape computing cassette issue number two wanted! Dead or Alive! I will pay £2 for your copy. Only one! Ring David on Isley 0932 609966 please between 6-7.30pm and evening.

VIC 20 cartridges: Road Race, Jelly Monsters, The Count, Super Expander, Programmers Aid. Also Amok cassette. The lot for £60. Tel: Jonathan on Caverdon 2635 after 4.30pm.

WANTED VIC 20 hardware and software. Chess, Dust Covers, 16K Ram switchable, soft carrying case, etc. Tel: Hayling Island 67961.

ZX81 16K software worth £22, including Black Crystal, 3D Monster Maze and Knights Quest. No-Wobble Ram-Pack. All a bargain at £45. Tel: 01-647 4980.

DRAGON 32 with cartridges, cassettes, joysticks, books and dust cover totalling £380. Bargain at £210. Tel: 0787 472573 (Halstead, Essex) after 4pm on weekdays.

ATARI 2600 VCS still under guarantee, storage unit and 17 games, all boxed, including Frogger, Centipede, Galaxian Defender, Phoenic, Kangaroo. £175. Tel: 0787 71355 (Suffolk) evenings only 4pm on weekdays.

DRAGON GAMES. The King, Chuckie Egg, Danger Ranger, Scramble, £3 each. Also LEGOIT £3. Tel: 01-693 0593 after 4pm and ask for Michael.

ATARI 4800 software for sale. Gorf (rom), Stardust (rom), Jumbo Jet Pilot, Dig Dub, £15 each. Disky Program £20. All original, M. Byrd, 343 Lickey Road, Rednal, Birmingham B45 5UR.

ATARI 400, moving keyboard, basic cartridge. Have purchased 800XL, £90. Tel: Bracknell 429270.

VIC 20, C2N recorder. Vic 20 exposed and 45 games, £190 new, accept £100. N. Briggs, 32 West Road, Keyingham, nr Hull HU12 9TH. Tel: 09644-2959.

LAST MONTH
(AUGUST)

FREE!

C&VG, MICROSELL COUPON

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

**AS A SPECIAL SUMMER SERVICE, MICROSELL (PRIVATE) WILL BE FREE!
MICROSELL (TRADE) WILL STILL COST 40p PER WORD**

Minimum number of words is 15, maximum 40 (continue on a separate sheet where necessary).

TOTAL number of words for ALL insertions
 (i.e. 15 words per advertisement to appear in two months = 30 words in total)

COST: MicroSell (Private) MicroAds (Trade)
 FREE 40p per word 50p per additional bold word

I enclose a cheque/P.O. for £ made payable to Computer & Video Games.

Name

Address

POST TO: AD. DEPT, C&VG, 8 HERBAL HILL, LONDON EC1R 5EJ

**TO ADVERTISE IN
C&VG
MICROADS
TEL: 01-278 6552**

TERMS AND CONDITIONS

1. Trade advertisers will appear in the MicroAds section, private advertisers in the Microsell Section.
2. All free MicroSell ads are subject to space availability
3. The Publishers reserve the right to refuse an advertisement.

COMMODORE 64 with cassette, two joysticks, books and over £200 of software including Hobbit, six months guarantee left, all manuals, £250 ono. Tel: 0535 271519 (W. Yorks).

ATARI 400 (48K) + Basic, manuals and some software £130 ono. Tel: (061) 432 6630 evenings.
VC 20 + C2N cassette unit + 32K switchable rampack + joystick + over £160 worth of software + many books and magazines. All excellent condition, cost £400 will sell for £200. Tel: 0442 54836.

DRAGON 64 + cassette recorder + joystick + software and books. Three months old, £250 ono. Tel: 0283 44765 ask for Jackie.

COMMODORE 64 home computer for sale with joysticks, C2N cassette drive, Fiesta black and white monitor and games, all for £70. Tel: 021-353 4774.

48K ORIC 1 with 16 games including Hunchback, Xenon and Zorgons Revenge etc for sale: £120 ono. Write or visit C. Turner, Folly Lane, Cheddleton, N Leek, Staffs ST13 3YDA.

ATARI 400 32K with Basic cartridge, manuals, program recorder and joystick. £120 ono. Tel: Cheltenham 0242 526314 after 6pm.

VC 20 computer £60 ono will also sell tape recorder if required. 5 Silverthorn Drive, Longdon Park, Hemel Hempstead, Herts. Tel: (0442) 60002.

ATARI 800 48K + program recorder + Basic + manuals + adventures + software. Still under guarantee and boxed. Ideal present worth £500, sell £300 ono. Tel: 0742 469344 after 6pm.

ATARI 400 1K plus 4100 recorder and Galaxians cartridge only 3 months old, all for only £200. Also joysticks. Tel: 0404 850520 after 4.30pm. Also included 600XL program book with £6.

DZ11 16K for sale still with guarantee, including list of games, instruction of games. Instruction manual and teaching book with computer. £40 ono. Tel: 0484 23740.

COLECOVISION console and seven games: Donkey Kong, Donkey Kong Junior, Zaxxon, O-Bert, Golf, Venture, Lady Bug. All as new and in original boxes. Also some rare American Cosmo magazines. £250 ono the lot. Tel: Rugby 74388.

VC 20 cassette unit 32K (switchable to 32K, 24K, 16K, 8K, 3K). Quickshot II joystick and Commodore joysticks, books, manuals. Lots of software. £175 or exchange 48K Spectrum. Tel: 0287 501877 evenings.

T1994As wanted extended Basic £30. Tel: 0642 56632.

VC 20 starter pack + 16K ram pack, joystick, manuals. All in excellent condition. Worth well over £120. Will sell for £130 ono. Tel: Uxbridge 0895 52718.

VC 20 32K (switchable) cassette unit, leads, manuals, games. Still in original box, 10 months old. Hardly used. £130 ono. Tel: Beaconsfield (Bucks) 3918 evenings.

WOULD ANYONE be willing to donate any computer hardware to a computer club? Write to: Towcester Computer Users Group, 20 Wordsworth Close, Towcester, Northants.

SPECTRUM software for sale. Androids, Blind Alley, Horace goes Skiing, Centipede, Spectral Invaders, Nephth, Spookymon. Only £3 each. A. M. Scott, 30 Taber Street, Grangemouth, Stirling-shire, Scotland FK3 8BU.

COMMODORE 64 for sale with cassette recorder, Pointmaster joystick, colour television and over £400 software cost £900, will accept £480 or any offer. Tel: 0462 59460 after 6pm.

SPECTRUM 48K, Tape recorder, interface 9 games, 4 months old, £150 ono. Tel: Horsham 60546 evenings.

SHARP M270, complete with power supply and manual. Built-in cassette, 64K ram, also built-in clock. Five games VCS for £175. If interested contact J. Martin, 11 Rising Street, Higher Openshaw, Manchester M11 1MX.

ATARI 1050 Disc Drive with Dos 2, save £60. Only £220. Tel: 01-699 3322 between 8am and 7pm.

TEXAS T1994A mini memory, plus editor-assembler manual, unused. £40. Tel: Gosport 588620.

16K SPECTRUM issue II leads, PSU, many magazines, 15 cassettes + manual. Suitable for upgrade, good condition. £60. Tel: 0506 4543.

ATARI 600 1K, 3 cartridges, as new, joystick (arcade type), books, manuals, software £200 or swap for monitor. Tel: (0241) 76554 after 6pm.

VC 20 + 32K/16K/3K + super expander + tape deck. Asking £180 ono. Tel: (0732) 457118 for enquiries.

ATARI 400 16K, recorder, Basic, Donkey Kong, Napeye, manuals, magazines, joysticks £220. Tel: 01-472 9286, ask for Nareish, evenings.

DRAGON 32 with cartridges, cassettes, joysticks, books and dust cover totaling £371. Bargain at £210. Tel: 0787 47253 after 4pm weekdays.

BBC A expanded to model B only £250. I will sell Seishoga GP X and monitor too. Rota Lucia, via Levins, 42100 Reggio Emilia, Italy.

NASCOM 1, 64K, i/O board, Erom Programmer-Emulator, 200 baud computer controller, cassette deck, Basic, Pascal, assembler, cassette operating system, extended Nas-Sys-3 monitor. Much more. £500 ono. With GP80A printer, £600. Mike Parker, 22 Hulme Road, Brierley, Oxford. Tel: (0865) 725495.

TELESPORT TV Game with 12 games as new £25 and GL Galaxy Invader hand held game. Only £15. As new. Send cheque/PO to Brendan Fitzpatrick, Clontarf, Athlone, Co. Westmeath Ireland. N.B. Write or telephone (0902) 75589 before sending PO, cheque.

ATARI VCS and seven cartridges including Space Invaders, Super Breakout and Frogger. £100. Tel: Garstang 540.

ATARI/SOFT Pacman for CBM 64 cost £52 selling for £20. VCS 20 Ram pack cost £50 selling for £30. Hurry. Tel: Dundee 72056 (ask for Dom).

SIMONS BASIC shared £30 as new. Tel: 0723 36374. £25 Willow Garth, Scarborough, YO12 5HZ Stephen.

VC 20 + cassette unit super expander Quickshot joystick, many cassette based games worth over £70 and game cartridge, introduction to Basic Part One. Excellent condition. Computer for £220 only. Tel: 021-554 6493 between 6-7pm.

WANTED Texas extended Basic module (and games if possible) will pay up to £40. Tel: Hull (0482) 645659.

ATARI cartridges and cassettes for sale. Wanted Atari compatible 80 column printer and disc drive. Send sale for details for either. Nigel Tonks, 243 Chester Road, Castle Bromwich, Birmingham B36 0ET.

ATARI VCS excellent condition, plus Missile Command, PacMan, Space Invaders, Combat Only £40. Tel: Harlebury 350320.

SPECTRUM for sale with micro drive with 65 games. £100 ono. Tel: Martin on 0782 658068.

WANTED for T1994A home computer. Extended Basic. Please Tel: Bilericay 52162 anytime. Ask for Jenkins.

VC 16 16K expansion pack. Nearly new, guaranteed until March 85. £20. Tel: Blackmore (Essex) 821742.

HIGH-PRICE VSC 20 T16K with C2N cassette recorder and Pointmaster joystick. Software: Battle Scramble, Jetpac, Bonzo, Matrix etc worth £10. Magazines and books worth £80. Plastic computer and cassette box. All worth £550. Selling price £175 ono. Tel: (0332) 792865 after 5pm.

VETREX cartridges for sale, never used. £8 each with names such as Web Warp, Fortress of Nazrod, Cosmic Chasm and Solar Quest. Tel: Ricky 01-774 194.

VC 20 for sale with software including Chopper, Centipede, Martian Raider, Amok and also introduction to Basic. All for £70. Tel: 01-472 5002 between 4 and 6pm and ask for Mr B. J. Pierre.

WANTED extended Basic module for T1994A. Mini memory module also wanted. Send details to J. A. Skellern, 23 Pine Road, Macclesfield, Cheshire or Tel: 0626 29030 after 3pm.

COMMODORE 64, software: BMX Racers, Gridiron, Manic Miner, Ring Power, Hunchback, Hexbert, Arcade, Super Brix. All originals. £4 each or swap. Tel: Horndean (0705) 594755. 12 Harcourt Close, Cowplain, Portsmouth.

ATARI VCS with five cartridges and all controllers £50. Also Interton VCS plus two cartridges and controllers £25. Tel: 021-451 3369.

VC 20 + C2N 16K switchable ram, over £200 worth of software, manuals, joystick, dust cover. Price £150 ono. 149 Main Road, Shirland, Derbyshire. Tel: 0332 434 1530.

VC 20 plus, 16K ram pack, 7AC2 joystick, cassette deck, £80 of latest software e.g. Jetpac, Scramble, dust cover and magazines. All for £90. Write to: Mr Matthews, 25 Whitland Road, Didsbury, Manchester M20 4JL.

ATARI 400 16K, with recorder, joysticks, Roms E10 each Star Raiders, Asteroids, Centipede, Defender, Missile Command, Pacman, Jumbo 747. Cassettes available or swap Spectrum 48K. Tel: Russell Camberley 65773.

48K SPECTRUM under guarantee plus cassette recorder, 21 top games (Zzom, Stonkers, Jetman etc), 12 data cassettes, manuals and magazines worth £330, sell for £180. Tel: (051) 358 4624 buyer.

ATARI VCS, accessories, keyboard controllers, seventeen cartridges including Space Invaders, Soccer, Pinball, Casino. All boxed. Higher offer between £80 and £200 accepted. M. C. Myers, 25 Rona Road, London NW3 2HY.

TEXAS T1994A with joysticks Parsec Connect Four and Pilot also many large games and books. £100 the lot. Tel: Quatt 7881. Higher offer between £80 and £200 accepted. M. C. Myers, 25 Rona Road, London NW3 2HY.

DRAGON for sale with two joysticks, cassette recorder, 30 best value games, only £160. For details Tel: 061-980 7622 after 5pm.

SHARP M280A computer built-in tape software, books, manuals, £300 ono. Tel: Grimsby (0472) 695795, night 50580.

ORIC-1 48K with £45 software including Zorgons Revenge, Pinball, Casino, and Dig Dog also £35 of other magazines and books. Worth over £200. Cost £95 ono. Or swap for ZX Spectrum 48K. Tel: 642 9803 after 5pm.

KNOW any girls who own a Spectrum age 15+ to swap ideas and info? Then write including photo to Jim at 83 Park Avenue, Raunds, Wellingborough, Northants NN9 6NA.

DRAGON 32 (almost new), colour TV/piece interface, tape-recorder, 2 joysticks (including Quickshot), £34 + colour monitor, several games, several magazines. Bargain £285 negotiable. Tel: 01-591 6967.

ATARI 800 + program recorder + Basic + £200 worth games + joysticks + books, maps and teaching guide. Only £300. Tel: Russell 021-357 1962 evenings.

SPECTRUM 48K plus ZX printer which actually works plus Kempton joystick interface plus Quickshot joystick plus £45 of software plus book, plus leads, manuals, etc. £180. Tel: 031-453 3692.

ATARI 400 48K as new, still in box complete with manuals, joysticks and many games like Defender, Invaders and Miner. Tel: Darwen 77286.

ATARI 400/800 games Minner 2049er E10, Chopper E10, Thom EMI Snooker/Billiards E7. Tel: Uppminster 37818.

DRAGON 32 including joysticks, dust cover, £270 of software, books, magazines and tips. Worth £500, sell for £350 or swap for BBC model B.

COMMODORE VIC-20 home computer with cassette unit, introduction to Basic Part One. VCS 20 Programmers reference guide plus three more manuals, and games. Will sell for £140. Tel: Slough 42917.

SPECTRUM KEYBOARD (D K Tronics). Cost £45 - sell for £25 ono. Two months old, as new. Tel: (0656) 6011 between 4pm and 10pm and ask for Mark Donovan.

COMMODORE 64 and cassette unit games and manuals for above worth over £400. Only £275 ono. Tel: 01-941 1783.

CAMBRIDGE Programmable interface and Quickshot joystick for the Spectrum. Excellent condition, £15 for both. All six Ultimate games and Star Trek by Softek for the Spectrum. £12 the lot. Tel: 01-360 1996.

FREE back up tape and membership to software club. If you buy my Atari 400 16K games including Pacman, Centipede, Dracks, Preple s i i, Zaxxon, Canyon Climber, Sea Dragon and many more. First good offer secures. Tel: 0292822009 evenings. Ricky.

APPLE II Adventures written on your desired theme. Send £8 (disk) or £6 (tape) with theme to Starfinder Software, Cheltenham, Chapel Street, Welford-on-Avon, Warwickshire.

Wanted, Spectrum joystick + interface. Will offer £10. Also speed shop wanted. Tel: Shprey 585790 after 6pm any day, and ask for Alastair.

QUICKSHOT joystick. I will swap by Quickshot 1 for a pro 500 joystick and I will pay an excess charge if necessary, local only. Tel: Whitley Bay 512333 4pm to 6pm.

T1-994A "Extended Basic" module and book wanted (must be in good condition). Tel: Leeds 849952.

ATARI Games. Tapes and roms will swap for Atari joysticks, books or games. Send details for list. K. Brooks, 22 East Street, Blackhall Colliery, Hartlepool, Cleveland.

VC 20, joystick C2N, cassette recorder + 16K ram with manuals. £60 worth of software, plus dustcovers, excellent condition. To sell £170 ono. Tel: 061-224 6462.

STUCK on Voodoo Castle or The Count adventures for the VIC. Then just send £1 and a sae to us. We will give you the answer that you need.

ATARI VCS with 12 games including Supercoobra, Tutankham, O Beat, Dragonfire, Kangaroo, ET, Spiderman and Jed-Arena. £130 ono. Tel: Hemel Hempstead 02956 and ask for Danny.

BORING SOFTWARE HAS
FINALLY HAD ITS CHIPS!
CAPTAIN K- THE SOFTWARE
SENTINEL, ARRIVES LADEN
WITH MICROPOWERS
COMMODORE 64 TAPES...

OUR
TROUBLES ARE
OVER! CAPTAIN K
IS HERE AT
LAST!!!



COMMODORE
64 USERS HAVE
WAITED
TOO LONG!

ADVERTISEMENT INDEX

A & F	87	John Wiley	71	Quicksilver	9
Aardvark	129	Kempston	88	Ram Electronics	125
Abrasco	119	K-Tel	4	Romik	21
Activision	37	Lantern	114	Save-it-Software	60
Addictive Games	72	Lawton	49	Scorpio	66
A.G.F.	91	Lern	114	Severn Soft	106
Alligata	106	Llarnasoft	84	Silica Shop	67
Arcade	121	M. B. Computer Supplies	57	Sinclair Projects	142
Artic	141	M. C. Lofthorpe	10/11	Sinclair Research	149
Atari	62/63	M.D.R.	95	Soft Machine	57
Audiogenic	IBC	Megasave	121	Software Club	110
Automata	77	Melbourne House	Centre spread	Software Projects	121
Avalon Hill	51	Micro Ads	158/159/160	Solar Software	102
Beyond	120/121	Microdeal	117/147	Sophisticated Games	114
Blue Chip	20	Micromania	30	Spectrum	24-29
Bubble Bus	7	Micromega	103	Stack	51
Bug Byte	73	Micronet	58/59	Station Electrical	114
Buildog	135	Micropower	111/119/135/162	System 3	15
Cheetah	90	Midland Computer Library	52	Tansoft	97
Christine Computing	114	Midland Games Library	49	Telecomms	49
Creative Sparks	16	Mikrogen	109	Terminal	39
Cunrah	45	Mr Chip	101	Thor	133/153
Curtis Computer Services	114	Mushroom Soft	66	Thorn EMI	134
Digital Integration	106	National Software Library	49	Ultimate	81
Dorcas	129	Oasis	12/150/151	U.S. Gold	31/53
D.S.S.	107	Ocean	IFC/106	Vic Odds	136
E.S.M.S.	114	O.I.C.	143	Virgin Games Centre	60
Filesixty	35	Palace Software	56	Vision Store	66
Gargoyles	43	Phoenix	38/57	Richard Wilcox Software	IBC
Grenlin Graphics	156	PSS	89		
Imagine	17				
Intrigue Software	114				

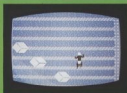
DON'T JUST SIT THERE - PLAY SOMETHING!

FORBIDDEN FOREST

Forbidden Forest is more of a quest than just a game! The action takes place in a four dimensional scrolling forest landscape which many have entered, but none has returned. Yes, I did say **FOUR** dimensional - day fades into night as the action unfolds! The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including mutant spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrows to depend on!



SS018



AZTEC CHALLENGE

A challenge on an epic scale! Aztec Challenge takes you on a journey to Mexico and the ancient pyramid of Tenochtitlan. The ancient Aztec gods and their devotees have ensured that no ordinary human can learn the secrets of the temple and live to tell the tale. The pyramid is protected by all

manner of treacherous traps and hidden perils - an epic test of your courage and cunning. Aztec Challenge features no less than seven totally different screens - here are just three of them - each of which presents a brand new challenge. We hope your joystick can stand up to it!



SS019

SLINKY


Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he landed on them. Wow! But unknown to him, the blocks belonged to the Wicked Wizard, who sent his friends along to tease our poor hero. Slinky is a real fun package with ninety-nine levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random raindrop, and Lorenzo the chameleon hopper?



SS020

ON CASSETTE £8.95

ON DISK £12.95

FOR THE **commodore** 

Audiogenic LTD

P.O. BOX 88, READING, BERKS.

SEND FOR FREE COLOUR CATALOGUE!

48K Spectrum & Atari 400/600/800



NEW TURBO LOADING!
Commodore 64
VERSION AVAILABLE NOW
AT ONLY £8.95

Blue Thunder

by Richard Wilcox

After skillfully piloting your Jetcopter through a bombardment of Electronic Storms, Ground & Sea Based Missiles and attack from Armoured Barrage Balloons, you thought you were safe to complete your mission ... But No! ... yet another wave of deadly Jet Fighters appear from nowhere with one objective...to eliminate you!

Only your Hyper-Phase Lasers and amazing arcade skill can keep you alive to complete a task that looks impossible. As the only survivor of a once mighty invasion force you must penetrate deep beyond enemy lines. From a remote island protected by a complex defensive screen you must rescue your wounded comrades held captive beside an unstable nuclear reactor, which you must first destroy!

The ultimate in 100% Machine Code Arcade Games from a Master Programmer, achieving a new peak in programming perfection and super smooth movement. Blue Thunder sets astounding new standards in Hi-Res Graphics with Pixel Scrolling over 6 screens, 5 different missions, Hi-Score and incredible breathtaking PERSPECTIVE GRAPHICS!

Richard Wilcox Software carries a lifetime guarantee, should any of our games fail to load please return them for an immediate replacement.

All Richard Wilcox Software is available from leading software outlets or by completing the attached coupon.

Richard Wilcox Software

STATION ROAD, WALSALL, W57 0JZ

Post this coupon to us today to receive your copy of BLUE THUNDER by return of post!

- | | |
|--|-------|
| <input type="checkbox"/> 48K Spectrum | £5.95 |
| <input type="checkbox"/> Commodore 64 (Turbo-Load) | £6.95 |
| <input type="checkbox"/> Any Atari 400/600/800 | £9.95 |

Please rush mecopy/ies of
BLUE THUNDER as ticked. I enclose a
Cheque/Postal Order made payable to:
RICHARD WILCOX SOFTWARE for £.....

Name.....

Address.....

Send to: **RICHARD WILCOX SOFTWARE**
2 Station Road, Walsall, West Midlands W57 0JZ

TRADE ONLY ENQUIRIES WELCOME ON 09433 2787